

# Rescheduled February Sky -- Rocketry Campout

**Date:** Saturday May 14, 2005 to Sunday May 15, 2005

**Where:** Ocotillo Test Range – This is rated a **Beginner, Car Camp**

**Qualifications:** Any and all Scouts, Scouters, and Siblings with Trek Leader and Scoutmaster Approval.

**Meet:** Sports Authority parking lot at 1:30 P.M.

**Description:** We will leave Encinitas **PROMPTLY AT 2:00 P.M. Saturday** from Sports Authority parking lot. We will drive to Plaster City (about 5 miles east of Ocotillo) and camp there Saturday night. On Saturday and Sunday we will shoot model rockets (i.e. Estes) from a troop supplied launcher. **DO NOT BRING YOUR OWN LAUNCHER.** We should be home on Sunday no later than 2 PM.

**Trek Emphasis:** Fun and an intro to model rocketry

**Special Equipment:** Model Rockets, car camp stuff

**Trek Leader:** Tom Szczotka, 760-438-5300      **Assistant Leader:** TBA

**SPL:** TBA

**Emergencies:** Valerie Szczotka 760-438-5300

**Cost: \$12 / person.** Sign up and pay by Monday night prior to the trek. Scouts not paid by Monday night **may not be able to attend.**

**\*\*\*Bring a minimum of 1 gallon of water per person (there is NO potable water at the camp site).\*\*\***

**Notes:**

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I give permission for \_\_\_\_\_ to attend the

**May 14th and 15th** car camp at Ocotillo Test Range

I am paying the \$12 (for each person) with:  cash  check  scout account.

Yes, I can drive, and have \_\_\_\_\_ seatbelts.     No, I cannot drive

Parent/Guardian \_\_\_\_\_ Date \_\_\_\_\_

Names of additional attendees:

## Rocketry Campout – Primer

Rockets are available from Estes and other manufacturers in either kit form or pre-manufactured. If you purchase a kit, be prepared to use sandpaper, Elmer's glue, model glue, scissors and a pencil and patience. If you are new to rocketry, the most foolproof and fun rocket is the "*BANDIT*" (avail. in a few variations). An advanced assembly rocket may lead to a boatload of frustration. It is **HIGHLY** recommended to finish your rocket a **WEEK** prior to the campout. This allows for drying time and time to paint. Waiting 'till the last minute is asking for problems! Bring extra supplies for "field" repairs (pliers, glue, extra balsa, duct tape, etc). Rockets require only engines and fire retardant wadding to fly. Place just enough between parachute and engine to create a wall to allow backfire to push out parachute, but keep the hot gas from burning up the chute. That is bad. The typical Estes engine requires an A, B or C engine. There are also D engines. The bigger the engine the more power, and cost.

How high your rocket flies depends on the weight, length and balance plus engine power. The number on the engine (i.e. C-5) is the seconds between the end of the firing and the backfire that discharges the parachute. Most parachute rockets work well with a 5 or 7 second delay. Shorter times do not allow the rocket to reach full height and may actually damage the chute or shock cord.

In a weekend of effort you can crunch all your rockets (sad but true). Try to bring **at least** three or you will be watching a lot instead of launching. Those with **plastic fins** last a LOT longer than balsa fins. If you so desire, just come out without rockets to have fun watching other scout's rockets crash.