

February Sky – Rocketry Campout and Desert View Tower

Date: Saturday Feb. 4, 2006 – Sunday Feb. 5, 2006

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

Qualifications: Any and all Scouts, Scouters, Moms and Dads

Description: We will leave Encinitas **PROMPTLY at 8:00 a.m. on Saturday** from the Sports Authority parking lot. This trip we will take a side trip to visit the Desert View Tower along the San Diego and Imperial County Line just off Interstate 8. 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 3 PM, with plenty of time to watch the Super Bowl!

Trek Emphasis:

- Learn about desert travel and tour The Desert View Tower. See attached web links for additional information: <http://www.roadsideamerica.com/attract/CAJACdesertview.html> and http://www.gbcnet.com/ushighways/80pics_d.html
- Fun and an introduction to model rocketry. For those interested in working on the Space Exploration Merit Badge Mr. Kerr will be working on some of the requirements. Helpful web links: <http://hobbylinc.com/> and <http://discountrocketry.com/> or you can purchase at a local hobby store.

Special Equipment: Model Rockets, car camp stuff. **Please purchase and bring an extra package of igniters, these tend to break and the engines will not fire.**

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

SPL: TBA

Emergencies: Valerie Szczotka (760) 438-5300

Cost: \$16 / per person. Sign up and pay by the Monday night prior to the trek. Scouts not paid by Monday night **may not be able to attend.**

*****Bring a sack lunch for Saturday and a minimum of 3 quarts of water (there is NO potable water at the camp site).*****

Notes:

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I give permission for: _____ to attend the **Feb 4th and 5th** car camp at **Ocotillo Test Range**

Names of additional attendees:

Adult: _____

Adult: _____

Child: _____ Age: _____

I am paying the \$16 (for each person) with: _____ cash _____ check _____ scout account.

_____ Yes, I can drive, and have _____ seatbelts.

_____ I will leave with the Troop from Sports Authority

_____ No, I cannot drive

Parent/Guardian: _____ Date: _____

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 have patience. If you are new to rocketry, the most foolproof and fun rocket is the "BANDIT" (available 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.