

XPRS contests for 2025



X

treme Altitude –All Ages (Youth’s low power and Adults high power)

The youth category can fly A-F motors. The altitude measurements must be taken by altimeter. Kids can have adult assistance in the altimeter portion of their rocket, but they still must build the rocket themselves. The adult category can fly G-0, with multi-stage rockets all being judged as a separate category. Commercially available altimeters need to be used.

P

layaphobia –Youth 17 and under only

The rockets are afraid of the Playa! Help keep them away from the ground for as long as possible! Any rocket with a parachute, streamer, or glide recovery can be flown on motors from A through F. The longest time aloft per motor size will be awarded, with certificates and potential prizes for 2nd and 3rd places.

R

umble & Roar – All Ages

The goal is to fly the most successfully retrieved and functional cluster rockets! Each distinct rocket counts for 1 point. The rocket must be designed to take a cluster safely (no taping motors on the outside) and more than one motor must ignite on take-off for that rocket to be counted. Awards will be handed out to the top three fliers!

S

ad Wallet –All Ages (Adults and Youth awarded separately)

The goal of Sad Wallet is to get the highest flight with the cheapest commercially available motor! The cost of a motor is based on MSRP, and altitude is measured using a commercially available altimeter. The height is then divided by the cost of the motor (or motors) to get the feet per dollar. Awards will be handed out to the three highest feet per dollar in the youth and adult categories separately!

Contest Information:

For all XPRS contests, the rocket must have been built by the flier, either alone or collaboratively. If a contest is separated by age, Jr. Lvl 1 fliers who are flying motors in the G, H, or I categories will fly as an adult in the adult categories, please mark "Jr. Lvl 1" on their contest slips. If they fly F or smaller motors, they will be counted in the kid's category.

All contest flights must take place at ARLISS (Xtreme Altitude only) or XPRS before Saturday at 4 PM, to give time for preparation of trophies and prizes before the Awards Ceremony at 5 PM. There will be no contest flying during a night flight. If you are flying for Xtreme Altitude during Arliss, please print contest slips ahead of time and fill them out to be given to the contest director when they arrive.

The active Contest Director and any assistants are not allowed to enter the contests.

For Playaphobia, no rocket with a motorized component (Either in a boost, glide, or recovery stage) will be allowed. Each flight is timed from the moment it leaves the pad, to the moment it touches the ground or any other object.

For Rumble & Roar, a cluster rocket is any rocket that has more than one motor igniting upon liftoff. Staged or air start rockets do not count (If a staged rocket's first stage has multiple motors igniting simultaneously, it can be entered in R&R). You must be the builder of all rockets attributed to you in this contest.

For Sad Wallet, MSRP will be obtained for each motor from the manufacturer's catalogue for the current contest year. Motors which are not currently for sale will be priced at the nearest current year motor's price. Your contest slip must include the full motor designation (such as G75-14M) in order to be valid. Sales or discounts are not factored into the calculation. The cost of a motor casing is not included in the cost of a motor, only the reload. No balloons allowed.

Prize clarifications:

The contest slips have a spot for a proxy. If that field is NOT filled out, any prize(s) unclaimed at the awards ceremony on Saturday will be held for use the next year. If the proxy field IS filled out, then the prize(s) will be given to the proxy to give to the winner. If the proxy is not at the awards ceremony, or otherwise present on Saturday night, the prize(s) will be held for use the next year.

Attached are the contest slips. To print slips for Xtreme Altitude, print pages 3&4, two sided, flipped along the long side of the page. To print slips for Playaphobia, print pages 5&6. For Rumble & Roar, print pages 7&8, and for Sad Wallet print pages 9&10.