

Lunar Lander Eggs Prize

The Omega Envoy Project is proud to announce the beginning of a high school involvement program. The kick off of the program will be the Lunar Lander Eggs Prize competition showcased at the 28th International Space Development Conference (ISDC 2009) on May 30th, 2009 in Orlando, FL.

Students will build a “lunar lander” that holds an egg that must survive a free fall from a height of one story. This will help engage students in the STEM education curriculum and bringing them to ISDC and the Google Lunar X PRIZE develops excitement and interest about space for the youth of this generation.

The prizes will consist of tickets to a Shuttle Launch and tickets to KSC Visitors Complex for the first and second prize winners of the competition respectively. The Judging panel will consist of one member from each sponsor of the Lunar Lander Eggs Prize competition and possibly some “high profile” conference attendees.

Sponsors for this event include:

- ❖ Omega Envoy
- ❖ Space Florida
- ❖ ISDC
- ❖ National Space Society
- ❖ X PRIZE Foundation
- ❖ Students for the Exploration and Development of Space

Rules and Guidelines*:

1. Eligibility

1.1. High Schools from the United States will be able to participate in the Lunar Lander Eggs Prize competition.

1.1.1. Registration forms must be submitted no later than April 17th, 2009.

1.1.2. The maximum amount of students allowed in each team will be 5 members.

1.1.3. It is recommended to have an advisor to overlook the completion of their mission. Only one advisor will be allowed for each team.

1.1.3.1. There may be more than one team per high school.

1.1.3.2. Registration will permit the 5 students, advisor, and one chaperone access to ISDC for Saturday May 30th only.

1.2. None of the sponsors of this event, partners or team members of Omega Envoy may participate with the registered teams.

1.3. Travel and lodging expenses must be covered by each team.

1.4. A maximum of 30 teams may compete. Therefore it is important to register ASAP.

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2. Mission Requirements

2.1. Lander Construction

- 2.1.1. Must be able to fit in a 8 inch x 8 inch x 8 inch box.
- 2.1.2. No parachutes will be allowed, due to that fact that we are trying to simulate a lunar environment.
- 2.1.3. Only aluminum, wood, and foam may be utilized to build the structure.
- 2.1.4. The egg will be provided the day of the competition.
- 2.1.5. Any device that is utilized to create a soft landing may not be purchased. Each team must come up with their own design and solution.

2.2. Venue Details

- 2.2.1. Presently, the drop site will be an outdoor one story balcony .
- 2.2.2. Each team will be allotted a two minute window in which they must perform any skit or pre-drop routine they have planned, drop the lander, and clean up any mess.
- 2.2.3. Team members must be upstairs to drop their lander as well as on the ground to clean up.

3. Judging Categories

3.1. Performance (40%)

- 3.1.1. Did the egg break?
- 3.1.2. Did the Lander touch down right side up as a real lander must?
- 3.1.3. Did the lander break?
- 3.1.4. Lander Dry Mass (w/o egg) taken into account

3.2. Appearance (40%)

- 3.2.1. Craft Look like a lunar lander?
- 3.2.2. Uniqueness of lander
- 3.2.3. Team appearance (costume, uniform, skit, etc.)

3.3. Presentation/Team Work (20%)

- 3.3.1. For an hour before the competition teams will be in a room showcasing their lander and speaking with judges and spectators.
- 3.3.2. Team showed good team work skills
- 3.3.3. How did team act before/after (professional?)
- 3.3.4. Did they clean up their mess?

3.4. Bonus Points

- 3.4.1. Inside of lander decorated
- 3.4.2. Involve any GLXP themes
- 3.4.3. Promote Florida's Space industry

* Rules and Guidelines are subject to revision