



Cessna Aircraft Company
Raytheon Missile Systems
AIAA Foundation

Please remember that questions submitted prior to the entry deadline of 31 October that were not answered in the FAQ must be resubmitted.

DBF Q&A #8

31 Jan 2009

Q: Are boxes allowed to have holes in them, such as for hand-holds?

A: Boxes need not be water tight but must not have any intentional holes, slots, or gaps. You may build recesses into the box for hand holds, but they must be closed to the inside of the box.

Q: Are we allowed to cover the boxes with a porous material or a rigid mesh? If so, is there a restriction on the mesh size?

A: No. See question above.

Q: After successfully completing a Pre-Mission, can a team immediately do Mission 1?

A: There will be two separate queue's, one for the pre-mission and one for the flight missions. It may or may not be possible to go directly from one to the other depending on where the team is wrt the queue orders.

Q: To demonstrate remote deployment, will the bottle and the rockets be released simultaneously? Or since they each pertain to separate tasks, will they only be deployed during their respective missions?

A: You must be able to release each store on command. Wing and centerline stores must be able to be commanded for release separately. You will need to demonstrate the release of each store in an order specified during the technical inspection.

Q: The initial FAQs mentions that no hazardous materials may be used to ballast the rockets. Are dead battery cells considered hazardous?

A: Batteries may not be used for store ballast.

Q: Regarding the test flight photo, does this photo have to be submitted with the report, or just brought to the competition?

A: The photo must be shown to the judges during the technical inspection. We will not have copies of the reports available at the contest, so if you want to use a photo in your report you must bring your own copy.

Q: Can the simulated fuel tank be left attached to the aircraft during the store release mission?

A: No. Only the stores specified for a mission may be loaded during that mission.