

Intra-Squadron rocketry– Nov. 3, 16 & 30



Two days building, then out to launch. A good day, kinda cool, not bad if dressed for it ... practically no wind. We had rockets blow up, rockets not leave the pad, rockets make a small loop and crash, and a few that made good launches. One lost rocket – painted invisibility blue, went up and we never saw it again. One rocket melted the launch pad. A couple, with multiple engines, failed to launch properly. Maybe we'll continue the experiments during Murky Deep.



