



This document describes the rules for entering and partaking within The Curiosity Contest. When a team has applied to be part of the contest they are agreeing to the following rules and regulations to ensure the safe and complete progression of the project.

1. Entering the contest

This section describes the regulations following the entry of The Curiosity Contest. This entails required team qualifications, project qualifications, the categories to which a team is able to apply and the complete submission procedure.

1.1. When do I qualify?

A team qualifies when:

- 1.1.1. The team has between three to six members.
- 1.1.2. The team is entirely made up of students who are registered at a, by the Ministry of Education-recognised, MBO, HBO or University.
- 1.1.3. The team members are between the ages of sixteen and thirty.
- 1.1.4. The participants of the contest are recognised and registered by the team or organization of the team. (Only if the members of the applying team are current members of an existing student team/organization)
- 1.1.5. A team covers a topic that is relevant to the three contest categories.
- 1.1.6. If the team participates in the 'ready, set, go!' category (rocketry), the team is recognised and registered at their respective MBO, HBO or University. In case of physical experimentation and construction.
- 1.1.7. The team agrees with the terms of conditions and regulations set by The Curiosity Contest.
- 1.1.8. **Disclaimer:** A team can also be a department within an existing student team, representing their student team, as long as it adheres to the previously set regulations.

1.2. Project requirements

A project qualifies when:

- 1.2.1. The project is relevant to the yearly topic.
- 1.2.2. The project respects the laws of physics.
- 1.2.3. The project respects or is based on the laws set by the Dutch government.
- 1.2.4. The project respects or is based on the laws set by the United Nations.
- 1.2.5. The Project respects or is based on the laws of the Geneva Convention.
- 1.2.6. The project is or can be proven to be functional through documentation and/or tested prototypes.
- 1.2.7. The project requires the team members to present their work in a professional manner, as shown in the given template.

1.2.8. If the project decides to pursue a theoretical scope, the team is required to have their work reviewed by an additional professional.

1.2.9. **Disclaimer:** The project can be a complete system or a specific element contributing to a complete system.

Example: a rocketry team wants to join the contest, and they have entered their structural department to propose a new hull.

1.3. Selecting a Category

When does a team qualify for one of the three categories set by The Curiosity Contest?

The contest has constructed three categories to create a broad spectrum for students to partake in the fast-moving innovations surrounding space. They are defined as follows:

1.3.1. Ready, set, go!

This category specifically focuses on everything surrounding rocketry. This includes, but is not limited to: Propulsion, Launching methods, Laws and regulations, Production methods, Ethics, Finances, etc.

1.3.2. Down to Earth

This category describes anything within space that directly relates back to Earth. This includes but is not limited to: Earth orbiting - Satellites, Space law, Space debris, Space stations, Communication systems and regulations, Ethics, Scientific/Research instruments, Finances, etc.

1.3.3. Discovery

This category is all about space exploration: investigations into the great unknown, within and out of our solar system. This includes but is not limited to: Space habitation, Rovers, Exploratory Satellites, Ethics, Physiology, Psychology, Astronomy, Scientific/Research instruments, Finances, etc.

1.4. Application Procedure

The complete procedure of applying for The Curiosity Contest is divided into two phases. This part describes the starting application. The procedure goes as follows:

- 1.4.1. The team has to provide a letter of application that summarizes the project, why it belongs under the selected category and why it adheres to the contest theme of the year. Between 200 and 500 words.
- 1.4.2. The team has to provide the information of the team members as described in the given format of the application.
- 1.4.3. If the team has a preference for a guiding educator/professor, the team has to provide the information of the guiding/endorsing educator/professor as described in the given format of the application.

2. Partaking in the contest

When partaking in the contest the team is required to adhere to the set standards. These are

2.1. Safety

2.1.1. General

- 2.1.1.1. The project will not contain energetic and/or radioactive material.
- 2.1.1.2. The project will only be allowed to use toxic/poisonous materials under the guidance of a professional.

- 2.1.1.3. During the workshops, the team members will only be working with heavy machinery under the guidance of professionals, or with the correct clearance.
- 2.1.1.4. Clearance for the use of heavy machinery will be acquired when the team member submits their credentials, proving previous work experience with the machinery in question.
- 2.1.2. Rocketry
 - 2.1.2.1. When the team decides to launch their rocket for testing, the team will do so in collaboration with an organisation with a permit to launch.
 - 2.1.2.2. When submitting filmed media of the launch of the rocket, the submission will have to include clearance of the launch by the correct governing bodies. Otherwise the media will not be reviewed by the judges.
 - 2.1.2.3. The team will only use motors / propulsion devices approved by the contest.
- 2.1.3. **Disclaimer:** The Curiosity Contest is not liable for any injury acquired in the duration of the contest.

2.2. Final Submission Procedure

The complete procedure of applying for The Curiosity Contest is divided into two phases. This part describes the Final submission. The procedure goes as follows:

- 2.2.1. The team has to provide the project report, describing the entirety of their work (and testing). Between 10 to 20 pages, photos, videos and data included. Not including the appendix.
- 2.2.2. In addition to the project rapport, the team has to provide a one-pager, describing their project.
- 2.2.3. The team has to provide proof of review from the guiding professor/ professional / educator, this has to include a written statement and signature from the guiding professor / professional / educator. Templates will be provided.
- 2.2.4. If the team has a technical scope, the team has to provide additional proof of review and/or testing of their project. This can take shape in prototypes, digital simulations, physical testing, etc.
- 2.2.5. If the team has a theoretical scope, the team has to provide additional review from a second educator / professor/ professional, this has to include a written statement and signature from the educator / professor / professional.
- 2.2.6. If the team falls between the areas of technical and theoretical, they are allowed to choose between the methods of 1.5.3. or 1.5.4.
- 2.2.7. **Disclaimer:** The Curiosity Contest is not responsible for breached safety regulations committed by participating teams during the design, construction and/or testing of the entered product.
- 2.2.8. **Disclaimer:** The Curiosity Contest is not responsible for breached Dutch and/or UN laws and regulations committed by participating teams during the design, construction and/or testing of the entered product.