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Space Administration

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REVISION D

EFFECTIVE DATE: June 15, 2020

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**NASA Centennial Challenges in Collaboration with Ames Research Center**  
Marshall Space Flight Center, Alabama 35812

**Cube Quest Challenge**  
**Ground Tournaments, Deep Space Derby,**  
**and Lunar Derby**

# Operations and Rules

December 4, 2014  
Revision D, June 15, 2020

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## DOCUMENT HISTORY LOG

Status (Baseline/ Revision/ Canceled)	Document Revision	Effective Date	Description
Baseline		11/13/2014	Document Baseline
Revision	A	12/04/2014	Rule 1 clarification. Reference documents revised.
Revision	B	April 10, 2015	Revised Section 1.1 Definitions; Rules 1.B; 2.B; 3; and Section 5.2 Method.
Revision	C	December 30, 2015	Update Table 2.1 Update Figure 3.1 Revise Section 3.2.2 Delete Section 3.5 Delete Section 4.2.1 Paragraph 4 Revise Rule 8.A and 8.E; Add Rule 8.F Revise Section 4.5.2 Revise Rule 9.A, 9.D; and Rule 9.F; Add Rule 9.G Add Section 4.5.2.1 Paragraph 2 Add Section 4.5.2.2 Paragraph 2 Add Rule 11.A Revise Section 4.5.2.3 Revise Rule 13.A, 13.B, and 13.C; Delete 13.D Revise Rule 14, 14.B, and 14.C; Delete 14.D Delete Appendix A
Revision	D	June 15, 2020	Find/Replace all EM-1 references to Artemis I Update Section 1.0 – Change in Deep Space Derby distance Update Section 1.1 – “Competition Day”, “End of Challenge”, “In-Space Competition”, “Start of Competition” Update Section 2.0 – Location of Reference Documents Update Section 2.1 – List of Reference Documents Update Section 3.0 – End of Challenge, Deep Space Derby distance Update Section 3.1 – Judges Responsibilities Update Section 3.2.3.1 – Deep Space Derby distance Update Section 3.3 – Deleted extraneous information, Updated with current information Update Section 4.2 – Artemis I Launch and Schedule Updated Section 4.2.1 – Notification to Competitors of Artemis I Deployment Trajectory Revised Rules 1.A, B, C, and D – Update to be consistent with Centennial Challenge rules. Add Rule 1.H – Update to be consistent with Centennial Challenge rules Revise Rule 2.B – Deleted extraneous information Delete Rule 3 – Obsolete Revise Rule 4.F – Revised submittal schedule Revise Rule 15.A – Launch Confirmation Revise Rule 17.B – Separate ODAR/EOMP submittal from CQC schedule Delete Rule 17.E – Obsolete Revise Rule 18.G – Deleted redundant information. Revise Rule 19.A – Reflects changes to Section 1.1 and 3.0 Delete Rule 19.B – Obsolete due to 19.A changes Revise Rule 19.C – Clarifying End of Competition Revise Rule 19.D – Reflects changes to Section 1.1 Revise Rule 22.A – Deep Space Derby Minimum Distance Revise Rule 22.C – Reflects changes to Section 1.1 Revise Rule 23.D – Reflects change to Rule 22.A Revise Rule 24.F – Reflects changes to Section 1.1 Add Appendix A – Foreign Student Acknowledgement Form Add Appendix B – Foreign Participant Acknowledgement Form

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## 1.0 INTRODUCTION

The Centennial Challenges Program (CCP) is NASA’s flagship program for technology prize competitions ([www.nasa.gov/Challenges](http://www.nasa.gov/Challenges)). The program directly engages the public, academia, and industry in open prize competitions to stimulate innovation in technologies that have benefit to NASA and the nation. The CCP is an integral part of NASA's Space Technology Mission Directorate (STMD), which is innovating, developing, testing, and flying hardware for use in NASA's future missions. For more information about NASA's STMD, visit: <http://www.nasa.gov/spacetech>.

Beginning in 2015, NASA CCP plans to conduct the Cube Quest Challenge. After a series of Ground Tournaments (GTs), qualified Competitor Teams may be offered a secondary payload opportunity on NASA’s Artemis I mission. All Artemis I Secondary Payload integration costs will be provided by Exploration Systems Development (ESD) for payloads selected. Secondary payloads will be inserted into a trans-lunar trajectory for in-space Challenge purposes. Competitor Teams may also select a third-party launch provider in order to participate in this Challenge. The Deep Space Derby will commence for each Competitor Team once its CubeSat has achieved, and will be conducted while it maintains, a range of at least 3 million kilometers from Earth. The Lunar Derby will commence for each Competitor Team once its CubeSat successfully achieves, and will be conducted while it maintains, a verifiable lunar orbit as defined in these Rules. Prizes will be awarded for various communications, navigation and longevity achievements that are performed under the conditions of these Rules.

### 1.1 Definitions

The following terms will be used in conjunction with and for the purposes of the Cube Quest Challenge.

A “**competition day**” is defined as a 24 hour period that starts at the time each Competitor Team's stand-alone 6U CubeSat is deployed as indicated by their respective launch vehicle operator. Each Competitor Team will have their own start time at which their competition days begin counting.

A **Competitor Team** is defined as any combination of one or more Team Members.

A “**data block**” is 1024 bits of random data generated by a NASA-provided algorithm as prescribed by NASA.

The “**End of Challenge**” is the final day of the Cube Quest Challenge In-Space Competition, as defined in Rule 19.C

An **Entity** is a private or publically owned company, private or publicly owned corporation, college, or university.

“**Error free data**” and “**volume of error free data**” are determined by the number of unique (nonduplicative), whole data blocks delivered to the judges that are free of transmission errors. Competitors may employ any error correction protocols (FEC, ARQ, hybrids) of their choice to achieve error-free data delivery.

**In-Space Competition** is the term used to describe the Deep Space Derby and the Lunar Derby as one set.

**In-Space Prizes** is the all-inclusive term to refer to the Prizes available in the Deep Space Derby and the Lunar Derby.

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**Judges** is the panel that assesses and scores entries during Ground Tournaments, and hold the final determination of prize award winners.

An “**operating period**” is a continuous 30-minute time segment during which the Competitor Teams will officially attempt to receive data.

**Prizes** is the all –inclusive term to refer to the monetary amounts awarded during the Ground Tournaments, Deep Space Derby, and Lunar Derby.

The **Start of Competition** is the beginning of each team’s entry to the In-Space Competition. This is defined as the time the competitor’s 6U spacecraft has been deployed from its deployer. The Start of Competition is specific to each competitor’s spacecraft and will depend on when the spacecraft was deployed.

A **Team Member** is an individual or Entity who is currently contributing to a CubeSat, or who is providing ground station communication services, launch services or other services at rates not available to other customers, for a CubeSat competing in the Cube Quest Challenge. Team Members may be associated with more than one Competitor Team. If a Team Member is an individual, the individual has to be a citizen or permanent resident of the United States. If the Team Member is an Entity, the Entity must be a U.S. Entity.

A **Team Leader** is a Team Member acknowledged or designated by the Competitor Team as the leader or Cube Quest Challenge point of contact. The Team Leader must be a U.S. citizen, permanent resident, or U.S. Entity to be eligible to win Challenge Prizes.

A **United States (U.S.) Entity** is an Entity incorporated, chartered, or organized in the U.S. and maintains a primary place of business in the U.S.

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## 2.0 APPLICABLE AND REFERENCE DOCUMENTS

The documents listed in this section are referenced in Sections 3.0 or 4.0 of this document. This section does not include documents cited in other sections of this document, recommended for additional information, or recommended as examples. While every effort has been made to ensure the completeness of these lists, document users are cautioned that they must meet all specified requirements of documents cited in Sections 3.0 or 4.0 of this document, whether or not they are listed in this section.

Document revisions are current to the date of this publication. Unless specifically noted within the document, the most recent document revision shall be applicable. Document users are responsible to verify they have the latest revision.

The Cube Quest Challenge website (<https://www.nasa.gov/cubequest/details>) will be the primary location for document(s) access and updates. Hardcopy versions will be made available on a case by case basis.

### 2.1 Government Publications

Government specifications, standards, and handbooks in [Table 2-1](#) form a part of this document to the extent specified herein. The up-to-date list of these documents is found on the Cube Quest website, [<https://www.nasa.gov/cubequest/reference>]. The government reference documents are listed in [Table 2-2](#).

**Table 2-1 – Government Applicable Documents**

Document #	Document name	Date	Revision
SLS-SPIE-RQMT-018	Spacecraft Payload Integration and Evolution Office – Secondary Payload Interface Definition and Requirements Document (IDRD)	March 16, 2015	Baseline
CQC-004-NNL-01	Instructions and Required Data Package for Cube Quest Challenge Competitor Teams Providing Their Own Launch	See Revision Table: <a href="https://www.nasa.gov/cubequest/reference">https://www.nasa.gov/cubequest/reference</a>	
	Required Navigation Artifacts for Authenticating Claimed Communication Distances and Verifying Achievement and Maintenance of Lunar Orbit	See Revision Table: <a href="https://www.nasa.gov/cubequest/reference">https://www.nasa.gov/cubequest/reference</a>	
CCP-CQ-COMPRO-001	Communications Procedure for Both In-Space Challenges (CommsProc)	See Revision Table: <a href="https://www.nasa.gov/cubequest/reference">https://www.nasa.gov/cubequest/reference</a>	

**Table 2-2 – Government Reference Documents**

Document #	Document Name	Date	Revision
NPR 8020.12	Planetary Protection Provisions for Robotic Extraterrestrial Missions	04/20/2011	D
NASA STD 8719.14	NASA Technical Standard, Process for Limiting Orbital Debris	05/25/2012	A
FCC Public Notice DA: 13-445	Rules and Regulations, Title 47, of the Code of Federal Regulations. FCC Public Notice DA: 13-445		

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	( <a href="http://www.fcc.gov/document/guidance-obtaining-licenses-small-satellites">http://www.fcc.gov/document/guidance-obtaining-licenses-small-satellites</a> )		
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## 2.2 Non-Government Publications

The non-government specifications, standards, and handbooks in [Table 2-3](#) form a part of this document to the extent specified herein. The non-government reference documents are listed in [Table 2-4](#).

*Table 2-3 – Non-Government Applicable Documents*

Document #	Document Name	Date	Revision
N/A	N/A	N/A	N/A

*Table 2-4 – Non-Government Reference Documents*

Document #	Document Name	Date	Revision
	SLS Artemis I Dispenser Information: <a href="http://www.planetarysystemscorp.com/?post_type=product&amp;p=448">http://www.planetarysystemscorp.com/?post_type=product&amp;p=448</a>		

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### 3.0 CHALLENGE OVERVIEW

The Cube Quest Challenge is designed to foster innovations in small spacecraft propulsion and communications techniques. Up to a total of \$1,500,000 in cash prizes will be awarded to and shared between registered Competitor Teams that meet or exceed technical objectives for communication from at least 3,000,000 kilometers from Earth during the Deep Space Derby. Up to a total of \$3,000,000 in cash prizes will be awarded to and shared between registered Competitor Teams that are able to meet or exceed technical objectives for propulsion and communication from lunar orbit during the Lunar Derby. Specific requirements are defined in Section 4.

A series of four Ground Tournaments (GTs) will be conducted prior to both the Deep Space Derby and Lunar Derby. Any registered Competitor Teams – regardless of whether they intend to compete for launch on Artemis I or obtain their own launch – may participate in any or all of the GTs. Up to a total of \$1,000,000 in cash prizes will be available in the complete GT series.

The SLS Program requires a series of four Payload Safety Reviews (Phase 0 – Phase 3 Safety Reviews) before any CubeSat is accepted for integration to launch on Artemis I. Only the top 5 winners of GT-1 and GT-2 will be submitted to Phase 0 and Phase 1 Safety Reviews, respectively. Only those Competitor Teams that pass the Phase 0 or the Phase 1 Safety Review may proceed to the Phase 2 Safety Review. Only those Competitor Teams that pass the Phase 2 Safety Review and are a top 5 winner in GT-4 may proceed to the Phase 3 Safety Review. The effect of these constraints is that only the top 5 winners of GT-1 or GT-2, who proceed to be top 5 winners of GT-4, will be eligible to launch on Artemis I.

### Artemis-1 Qualification

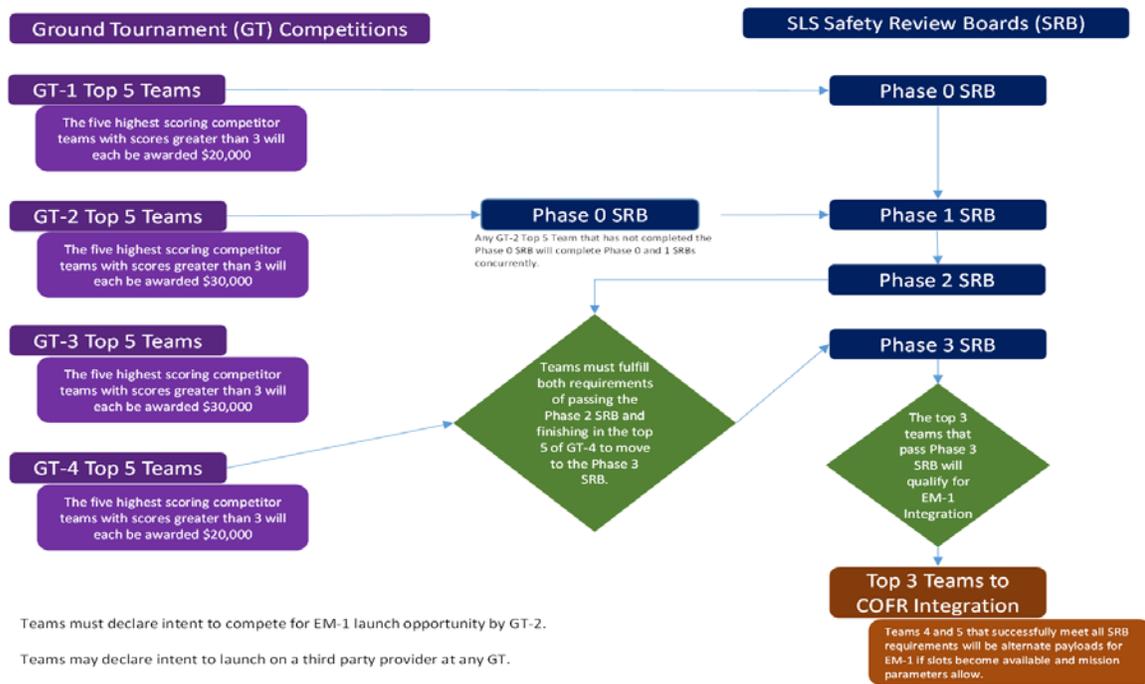


Figure 3.1 Cube Quest Challenge Artemis I Qualification Flowchart

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Competitor Teams that successfully compete in the Ground Tournaments, and declare their intention to launch on Artemis I, and that pass the SLS Safety Reviews as noted above, are eligible for selection to integrate, launch, and be deployed from Artemis I for in-space Challenges purposes.

Competitor Teams may utilize more than one CubeSat for either or both in-space Prizes, but the combined payload volume and mass must be no larger than the equivalent of one 6U volume and mass, and must be deployed from a single 6U dispenser.

The In-Space Competition for a competitor begins when the Competitor Team's 6U satellite is deployed from its launch vehicle. Each Competitor Team has 365 calendar days after their respective deployment date (regardless of the launch vehicle used), or the End of Challenge – whichever occurs first, to complete their challenge activities. The results of the In-Space Competition will be released after the End of Challenge. Data transmissions outside of the 365 calendar days will only be considered for the longevity prizes, regardless of burst rate and volume. No transmissions after the End of Challenge will be considered for any prize.

All Competitors will be judged using the same criteria in the Ground Tournaments and In-space Prizes, regardless of the launch vehicle used.

If for any reason the Cube Quest Challenge payload integration, launch, and deployment on the Artemis I mission cannot take place as planned, the NASA Centennial Challenge Program will investigate alternative launch opportunities. If no reasonable alternatives are found to be available, NASA reserves the right to postpone, modify, or cancel the in-space portion of the Challenge.

### 3.1 Judges and Judging

The Centennial Challenge Program will nominate a panel of Judges. Judges will be involved in every aspect of the Ground Tournaments and the Deep Space and Lunar Derbies (though individual persons may be assigned as replacements on occasion, as availability or needs arise).

Judges are the final arbiters in the interpretation and enforcement of the Challenge Rules. Judges award all Competitor Team scores and declare prize winners in accordance with the Rules. Judges may consult with NASA Subject Matter Experts (SMEs) for technical analyses and assessments, but Judges are independent and are given ultimate responsibility by the Centennial Challenge Program for final scores and rulings.

### 3.2 Competition Phases

The Cube Quest Challenge is conducted in two phases: the Ground Tournaments (GT-1 thru GT-4), followed by the Deep Space Derby and Lunar Derby (collective referred to as “the In-space Prizes”).

#### 3.2.1 Prize Payment

The Centennial Challenges Program Office will issue prize payments within 60 calendar days after Judges announce the winning Competitor Teams. Payments will be made by electronic funds transfer to the individual who is designated on the Registration Data Package as Team Leader (see Section 5.3) for the winning Competitor Teams. Each Team Member shall be aware that NASA is obligated to make Prize payments only to the designated Team Leader. Each Team Member shall also be aware that any failure of the designated Team Leader to make

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payments of any kind to Team Members is the responsibility of the Team Leader, and not the responsibility of NASA.

### 3.2.2 Ground Tournaments

The Ground Tournaments (GTs) are a series of four ground-based activities and reviews, based on tests, engineering data, and analyses supplied by Competitor Teams. The GTs allow NASA to gain insight into Competitor Team’s spacecraft and mission designs; to assess technical progress, and to evaluate the likelihood of achieving Challenge goals based on standardized assessments; to confirm design compliance with Space Launch System (SLS) and Challenge requirements; and to incentivize progress with intermediate prize awards.

A panel of Centennial Challenge-appointed Judges will review the submitted material. Judges may consult with NASA SMEs, but Judges are the final arbiters for assessments of compliance with Rules and of scores in accordance with the Rules. Judging criteria and expected design maturity progressively advance for each successive GT review. All Competitor Teams are judged by standardized criteria. After each GT, the Judges will provide Competitors numeric scores based on the standardized assessment criteria in two categories: 1) design maturity and likelihood of achieving Challenge goals; and 2) compliance with documented Challenge Rules and with the documented safety and interface requirements of their chosen launch (either SLS or their own third party launch). Scores will be based on a scale from 1 (low, poor) to 5 (high, superb). Competitor Team composite scores may be posted on the Challenge website after each GT.

Any Competitor Team registered for the Deep Space Derby or the Lunar Derby (or both) may participate in any or all of the GTs. Competitor Teams seeking a NASA launch opportunity on Artemis I must participate in at least the final GT (GT-4) and must pass the SLS Safety Reviews as outlined at the beginning of Section 3.0 in order to be considered for Artemis I integration.

GT and Safety Review schedules will be published in a separate Cube Quest Challenge schedule, or on the Challenge website or both. Currently, the GTs are planned at approximately 4-6 month intervals, concluding with a planned Artemis I payload delivery date.

NASA will award the prizes for the GTs as described in [Table 3.1](#).

**Table 3-1 – Ground Tournament Awards – Preceding the In-Space Challenges.**

COMPETITION	PRIZES
GT-1	The Five Highest Scoring Competitor Teams with scores greater than 3 will each be awarded \$20,000.
GT-2	The Five Highest Scoring Competitor Teams with scores greater than 3 will each be awarded \$30,000.
GT-3	The Five Highest Scoring Competitor Teams with scores greater than 3 will each be awarded \$30,000.
GT-4	The Five Highest Scoring Competitor Teams with scores greater than 3 will each be awarded \$20,000.

The maximum that any one Competitor Team could receive during the GTs is \$100,000.

### 3.2.3 In-Space Prizes

Judges will declare winners in accordance with the Rules. NASA will award the prizes for In-space Prizes as described in [Table 3.2](#). A Competitor Team may only be awarded first or

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second in any prize, but not both. For example, Competitor Team A may have the fastest data burst rate and the second largest aggregate data volume. Competitor Team A would be awarded first place in the burst rate category and second place in the aggregate data category. Another example, Competitor Team B had the fastest burst rate on two separate transmissions. Competitor Team B will only be awarded first place in the burst rate category leaving the opportunity for second place for another Competitor Team.

**Table 3-2 – In-Space Prize Awards**

COMPETITION	PRIZES
Deep Space Derby Prizes	Total Available: \$1,500,000 <ul style="list-style-type: none"> <li>• Best Burst Data Rate: \$250,000</li> <li>• Largest Aggregate Data Volume Sustained Over Time: \$750,000</li> <li>• Spacecraft Longevity: \$250,000</li> <li>• Farthest Communication Distance From Earth: \$250,000</li> </ul>
Lunar Derby Prizes	Total Available: \$3,000,000 <ul style="list-style-type: none"> <li>• Achieve Lunar Orbit: \$1,500,000 (shared)</li> <li>• Best Burst Data Rate: \$250,000</li> <li>• Largest Aggregate Data Volume Sustained Over Time: \$750,000</li> <li>• Spacecraft Longevity: \$500,000</li> </ul>

### 3.2.3.1 Deep Space Derby Prizes

Judges must verify that competing CubeSats have reached the minimum required distance from Earth (3,000,000 kilometers, as defined in the Rules). While maintaining at least this distance for prize eligibility, Competitor Teams will perform communications and longevity achievements.

Judges score Competitor Team performances and NASA will award the following Deep Space Derby Prizes (details and constraints are given in the Rules):

1. **Best Burst Data Rate:** \$225,000 will be awarded to the Competitor Team that receives the largest, and \$25,000 will be awarded to the Competitor Team that receives the second largest, volume of error-free data from their CubeSat over a 30-minute period.
2. **Largest Aggregate Data Volume Sustained Over Time:** \$675,000 will be awarded to the Competitor Team that receives the largest, and \$75,000 will be awarded to the Competitor Team that receives the second largest, cumulative volume of error free data from their CubeSat over a continuous 28-day (calendar days) period.
3. **Spacecraft Longevity:** \$225,000 will be awarded to the Competitor Team with the longest, and \$25,000 will be awarded to the Competitor Team with the second longest, elapsed number of calendar days between the first and the last confirmed reception of data from their CubeSat.
4. **Farthest Communication Distance from Earth:** \$225,000 will be awarded to the Competitor Team that receives at least one, error-free, CubeSat-generated data block from the greatest distance, and \$25,000 will be awarded to the Competitor Team with the second greatest distance. Distance must also meet minimum Challenge requirement.

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### 3.2.3.2 Lunar Derby Prizes

Judges verify that competing CubeSats first achieve a verifiable lunar orbit (as defined in the Rules) to win an equal share of the Lunar Derby Prize. While maintaining a verifiable lunar orbit, Competitor Teams will acquire as much error-free data from their CubeSat within single continuous 30-minute periods, and as much error-free data within any 28-day (calendar day) period.

Judges score Competitor Team performances according to the Rules. NASA will award the following Lunar Derby Prizes (refer to the Rules for details and constraints):

1. **Lunar Propulsion:** \$1,500,000 will be divided equally between all Competitor Teams that achieve at least one verifiable lunar orbit, with a maximum of \$1,000,000 to any one Competitor Team.
2. **Best Burst Data Rate:** \$225,000 will be awarded to the Competitor Team that receives the largest, and \$25,000 will be awarded to the Competitor Team that receives the second largest, cumulative volume of error-free data from their CubeSat over a 30-minute period.
3. **Largest Aggregate Data Volume Sustained Over Time:** \$675,000 will be awarded to the Competitor Team that receives the largest, and \$75,000 will be awarded to the Competitor Team that receives the second largest, cumulative volume of error free data from their CubeSat over a contiguous 28-day (calendar) period.
4. **Spacecraft Longevity:** \$450,000 will be awarded to the Competitor Team that achieves the longest, and \$50,000 will be awarded to the Competitor Team that achieves the second longest, elapsed number of calendar days between the first and last confirmed reception of data from their CubeSat.

## 3.3 Artemis I CubeSat Payload Delivery, Integration, and Launch

The Artemis I payload delivery, integration, and launch dates will be provided to the candidate teams by SLS.

If for any reason the Artemis I mission cannot take place as planned, NASA will investigate alternative launch opportunities. If no reasonable alternative is identified, NASA reserves the right to postpone, modify, or cancel the in-space portion of the Challenge.

## 3.4 NASA-Furnished Resources

NASA will provide the following resources at no cost to registered Competitor Teams in addition to the documents identified in Section 2:

- 6U Form Factor guidance
- 6U dispensers for CubeSats selected for Artemis I launch
- Dispenser integration services for selected Artemis I payloads

NASA will provide contact information for a Secondary Payloads Integration Manager (SPIM) to the top 5 Competitor Teams competing in the Ground Tournaments.

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## 4.0 COMPETITION REQUIREMENTS AND RULES

Competitors are responsible for understanding and compliance with the Ground Tournament (GT) Rules, the requirements of the SLS Secondary Payload Deployment System Interface Definition Requirements Document (IDRD), and with (when applicable) the Deep Space Derby Rules and/or the Lunar Derby Rules.

The Centennial Challenges Program Office will issue prize payments to the Team Leader(s) within 60 calendar days after the announcement of the winner(s) as determined by the Judges.

### 4.1 Eligibility and Registration

#### **Rule 1:** Eligibility to Compete and win prize(s)

**Rule 1.A:** NASA welcomes applications from individuals, teams, and other entities that have a recognized legal existence and structure under applicable law (State or Federal) and that are in good standing in the jurisdiction under which they are organized with the following restrictions: (i) Individuals must be U.S. citizens or permanent residents of the United States and must be 18 years of age or older. (ii) An entity must be incorporated in and maintaining a primary place of business in the United States. (iii) Teams must be comprised of otherwise eligible individuals or entities, and led by an otherwise eligible individual or entity (iv) Team Leader must be a U.S. citizen or permanent resident.

**Rule 1.B:** A Team may include foreign nationals and be eligible to win prize money as long as the foreign national signs and delivers a disclosure (Appendix A, B) wherein he/she discloses his/her citizenship and acknowledges that he/she is not eligible to win a prize from NASA, AND

- (i) The foreign national is an employee of an otherwise eligible U.S. entity participating in the Challenge,
- (ii) The foreign national is an owner of such entity, so long as foreign citizens own less than 50% of the interests in the entity,
- (iii) The foreign national is a contractor under written contract to such entity, OR
- (iv) The foreign national is a full time student, during the time of the Challenge, of an otherwise eligible entity which is an accredited institution of higher learning, AND the student is during the Challenge in the United States on a valid student visa and is otherwise in compliance with all local, state, and federal laws and regulations regarding the sale and export of technology.

Team Members must furnish proof of eligibility (including proof of citizenship or permanent resident status, for individuals, and proof of incorporation and primary place of business, for entities) which proof must be satisfactory to NASA in its sole discretion. A Team's failure to comply with any aspect of the eligibility requirements shall result in the Team being disqualified from winning a Prize from NASA.

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**Rule 1.C:** No Team Member shall be a citizen of a country on the NASA Export Control Program list of designated countries in Category II, which are countries determined by the Department of State to support terrorism. The current list of designated countries can be found at <http://oiir.hq.nasa.gov/nasaecp/>. Please check the link for latest updates. In the case of dual citizenship, U.S. citizenship will be accepted over citizenship of a designated country for eligibility.

While China is not a Category II designated country, pursuant to Public Law 116-6, Section 530, NASA is prohibited from participating, collaborating, or coordinating bilaterally in any way with China or any Chinese-owned entity. Team Members who are citizens of China but not affiliated with a Chinese entity may be permitted to participate on a Team.

Subject to the conditions set forth herein, foreign nationals and foreign national teams can participate in the Challenge. However, they are not eligible for a cash prize, and must acknowledge acceptance of this by signing and submitting a Foreign Participant Acknowledgement Form.

**Rule 1.D:** Government employees may enter the competition, or be members of prize-eligible teams, so long as they are not acting within the scope of their employment, and they rely on no facilities, access, personnel, knowledge or other resources that are available to them as a result of their employment except for those facilities, access, personnel, knowledge or other resources available to all other participants on an equal basis. U.S. Government employees participating as individuals, or who submit applications on behalf of an otherwise eligible entity, will be responsible for ensuring that their participation in the competition is permitted by the rules and regulations relevant to their position and that they have obtained any authorization that may be required by virtue of their Government position. Failure to do so may result in the disqualification of them individually or of the entity which they represent or in which they are involved.

**Rule 1.E:** An Entity employee, or Entity, contracted by the US. Government and physically located at a Federally Owned Facility may not participate if acting within the scope of the contract. Teams will be ineligible to win the Prize if any Team Member is a Federal entity or Federal employee acting within the scope of their employment. This includes any U.S. Government organization or organization principally or substantially funded by the Federal Government, including Federally Funded Research and Development Centers, Government-owned, contractor operated (GOCO) facilities, and University Affiliated Research Centers. No U.S. government funds may be used to participate in the Challenge. Any such entity or individual shall obtain prior written approval from their cognizant ethics officer that such participation does not violate federal personnel laws or applicable agency policy. A copy of this approval to participate in the Challenge shall promptly be provided to NASA.

**Rule 1.F:** Each Team Member shall acknowledge by their signature in the Registration Data Package that NASA shall make Prize payments to the Team Leader, also indicated in the Registration Data Package. Any failure of the indicated

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Team Leader to make payments of any kind to Team Members is the responsibility of the Team Leader and not the responsibility of NASA.

**Rule 1.G:** A Competitor Team may only submit a single CubeSat into competition to win a Cube Quest Challenge Prize; however, a Team Member may support more than one Competitor Team.

**Rule 1.H:** A team-designated team lead shall be responsible for the actions of and compliance with the rules, including prize eligibility rules, by all members of his or her team.

## **Rule 2: Competitor Team Responsibilities and Agreements**

**Rule 2.A:** Competitor Teams are responsible for compliance with all applicable regulations and laws including obtaining any necessary approvals for foreign student or employee participation.

**Rule 2.B:** Prospective Competitor Teams shall submit their notice of intention to compete, and a Registration Data Package (defined in Section 5.0), to the Email address given in Section 5.2. See document CQC-004-NNL-01, “Instructions and Required Data Package for Cube Quest Challenge Competitor Teams Providing Their Own Launch”.

**Rule 2.C:** Liability insurance – All Team members agree to assume any and all risks and waive claims against the Federal Government and its related Entities, except in the case of willful misconduct, for any injury, death, damage, or loss of property, revenue, or profits, whether direct, indirect, or consequential, arising from their participation in the competition, whether such injury, death, damage, or loss arises through negligence or otherwise. For the purposes of this paragraph, the term ‘related Entity’ means a contractor or subcontractor at any tier, and a supplier, user, customer, cooperating party, grantee, investigator, or detailee.

Team Members must obtain liability insurance or demonstrate financial responsibility, in the amount of \$1,000,000 for claims by—

- A. A third party for death, bodily injury, or property damage, or loss resulting from an activity carried out in connection with participation in a competition, with the Federal Government named as an additional insured under the registered participant's insurance policy and registered participants agreeing to indemnify the Federal Government against third party claims for damages arising from or related to competition activities; and
- B. The Federal Government for damage or loss to Government property resulting from such an activity.

### **Rule 2.D: Use of NASA Name and Insignia**

Competitor Teams may not use the name or insignia of NASA on its hardware and printed materials related to the participation of Competitor Teams in the Challenge without NASA's prior written consent.

Competitor Teams agree that unauthorized use of such names, trademarks, and insignias shall result in elimination from Challenge participation if Competitor

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Teams continue unauthorized use after being notified to cease and desist by NASA.

**Rule 2.E:** Compliance with Existing Laws - Competitors will comply with all U.S. laws, regulations and policies, including those relating to export control and nonproliferation, and the laws of relevant state and local jurisdictions that pertain to or govern any activities conducted by Competitors in connection with the Challenge.

**Rule 2.F:** Reporting - On a monthly basis, Competitor Teams agree to provide NASA with a written total (a single amount) of the following: Competitor Team's incremental and cumulative financial, property (capital), personnel, and any other investments, and/or expenditures (direct or in-kind) made to conduct any and all activities related to or required by participation of the Competitor Team in the Challenge. NASA will not make this information public except in aggregate form for all Competitor Teams competing in the Challenge.

**Rule 2.G: Media Rights**

The Competitor Team retains all Media Rights related to the story of its participation in the Challenge.

The Competitor Team agrees that NASA will retain all Media Rights related to the story of the Challenge.

Each Team Member agrees to let NASA use the name and likeness of such Team Member (without charge) as may be reasonably required in connection with the media material prepared and distributed by NASA relating in any way to the Challenge.

The Competitor Team agrees to provide NASA reasonable amounts of video footage or access for recording activities related to participation of Competitor Team in the Challenge and the right to use said footage for public affairs and/or educational purposes.

The Competitor Team agrees that its failure to furnish video footage or access for recording purposes based on NASA's reasonable requests may result in the Competitor Team's removal from participation in the Challenge.

**Rule 2.H: Purchase and Sales Rights**

The Competitor Team agrees that NASA retains the non-exclusive right to purchase from Competitor Team the resultant or derived product, service, or technology used to win the Challenge. This section does not guarantee a purchase of the resultant or derived product, service, or technology and is subject at all times to the parties reaching mutual agreement after the Challenge.

The Competitor Team retains all rights to sell the resultant or derived product, service, or technology used to win the Challenge to whomever they wish, provided they abide by all local, state, and federal laws and regulations regarding the sale and export of technology.

**Rule 2.I: Intellectual Property Rights**

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Notwithstanding anything to the contrary in these rules, NASA claims no intellectual property (IP) rights from the Competitor Team. All trade secrets, copyrights, patent rights, and software rights will remain with each respective Competitor Team.

To the extent the Competitor Team owns IP resulting from its participation in Challenge, the Competitor Team agrees to negotiate in good faith with NASA for a grant of a nonexclusive, nontransferable, irrevocable, license to practice or have practiced for or on behalf of the United States, the intellectual property throughout the world, at reasonable compensation, if NASA chooses to pursue such a license.

**Rule 2.J:** Delay, Cancellation or Termination

The Competitor Team acknowledges that circumstances may arise that require the Challenge to be delayed indefinitely or cancelled. Such delay or cancellation, and/or the termination of the challenge, shall be within the full discretion of NASA, and the Competitor Team accepts any risk of damage or loss due to such delay, cancellation, and/or termination.

**Rule 3:** Obsolete

## 4.2 Artemis I Launch and Schedule

The Ground Tournaments schedule and the Artemis I payload delivery, payload integration, and launch schedules shall be according to a separately published Cube Quest Challenge schedule (CCP-CQ-SCHED-001). Schedule will be published on the Cube Quest Challenge website.

If any reason arises such that payload integration, launch, and deployment on the Artemis I mission cannot take place as planned for the Cube Quest Challenge, NASA will investigate launch alternatives. If no reasonable alternatives are found to be available, NASA reserves the right to postpone, modify, or cancel the in-space portion of the Challenge.

### 4.2.1 Notification to Competitors of Artemis I Deployment Trajectory

Competitor Teams deployed from Artemis I SLS upper stage will be notified of the final position and velocity vectors of the Upper Stage at its last known position before deployment (at approximately L+3.5 hrs), as well as the approximate time of each payload deployment. The time of each team’s payload deployment will mark the “Start of Competition” for each team, respectively.

## 4.3 Design Requirements

**Rule 4:** CubeSat Mass, Volume, and Interface Requirements

**Rule 4.A:** To be eligible for NASA Artemis I Launch, the Competitor’s CubeSat shall meet all the requirements of the SLS Secondary Payload Deployment System Interface Definition Requirements Document (IDRD). In the event of a conflict between the SLS IDRD and these Competition Rules, the SLS IDRD shall take precedence. The IDRD will be available to Competitor Teams no later than GT-2.

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**Rule 4.B:** For both Artemis I and non- Artemis I launches, payloads shall meet 6U size and mass requirements as defined in the latest version of the SLS Secondary Payload IDRDR.

**Rule 4.C:** A Competitor Team may submit and operate only one single payload, compliant with the 6U volume and mass constraint as specified in the SLS Secondary Payload IDRDR, eligible for Prizes.

**Rule 4.D:** Competitor Teams with non Artemis I launches shall be responsible for determining, and complying with, their own respective responsibilities and requirements with the third-party launch vehicle provider. NASA will not assist with compliance with third party launch provider requirements.

**Rule 4.E:** In case of any discrepancy between the volume and mass allowances of Non-Artemis I launch providers and those of the NASA Artemis I launch, the allowances of the SLS Secondary Payload User's Guide and IDRDR shall take precedence for Challenges eligibility.

**Rule 4.F:** Competitor Teams with non- Artemis I launches shall submit all required information specified in Instructions and Required Data Package for Teams Obtaining Their Own Launch per the schedule in that document, and shall allow a Challenge-designated government inspector to verify by inspection, test, or other method of verification, the data submitted in accordance with that document. Teams shall also allow physical access to the actual flight CubeSat and ground facilities as stated in that document.

## **Rule 5:** Radio Frequency Authorization

**Rule 5.A:** Competitors agree that use of Radio Frequencies (RF) for any purpose, such as spacecraft tracking and control, information (data) transmission to and from the spacecraft, or active sensors, will be in accordance with all U.S. laws and regulations, and with the International Radio Regulations promulgated by the International Telecommunication Union (ITU). The controlling organization for each CubeSat shall obtain Federal Communications Commission (FCC) radio frequency authorization in accordance with the Rules and Regulations, Title 47, of the Code of Federal Regulations. FCC Public Notice DA: 13-445 (<http://www.fcc.gov/document/guidance-obtaining-licenses-small-satellites>) is useful in deciding authorization options to consider.

**Rule 5.B:** For all communications, including communications eligible for these Challenges, any electromagnetic spectrum frequency (e.g., RF, infrared, visible light, etc.) is allowed, subject to all applicable RF licensing and spectrum allocation Rules.

**Rule 5.C:** Competitors are responsible for obtaining necessary RF operating licenses for both their CubeSat space stations and for all ground stations under their control, and are responsible for abiding by National and International Rules governing radio operators in their operating spectrum.

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## 4.4 Monitoring and Inspections

**Rule 6:** Competitors shall permit NASA to non-invasively monitor any space-based communication relevant to the Challenges, using NASA’s resources without prior notification to the Competitors. This monitoring may be used to verify compliance with the Challenge Rules and may be used to validate Competitor Team’s submissions. This monitoring will not be used as a Competitor Team’s official entry into competition. Competitor Teams may not use data encryption (other than encryption authorized by NASA) for transmission of commands or data relevant to the Challenges.

**Rule 7:** Competitors shall permit NASA visits to Competitor’s operations sites, and permit inspection of cubesats, dispensers, ground equipment and operating procedures. Visits may be used to verify compliance with the Challenge Rules.

## 4.5 Rules for Ground Tournament

As specified in the Rules below, GT scores are based on judges assessment of each Competitor Team’s compliance to specific Challenge Rules and SLS Interface Requirements, and assessment of mission success probability for meeting the minimum requirements for either (or both) the In-space Prizes (depending on which In-space Prize(s) the Competitor Team indicates they intend to enter).

### 4.5.1 Ground Tournament Constraints

Any Competitor Team may participate in any or all of the Ground Tournaments (GTs). To participate in any GT, it is not necessary to have competed in the previous GTs. For example, a Competitor Team is not required to have participated in GT-1, 2, or 3 in order to participate in GT-4. However, the Competitor Team must submit their Mission Concept Registration Data Package (defined in Rule 3) at least 30 calendar days prior to their first GT in which they participate or by the published date.

Judging criteria and expected degrees of design maturity advance progressively for each successive GT, and all Competitor Teams (whether they are pursuing an Artemis I spot or a third party launch) are judged by the same technical criteria at each GT.

**Rule 8:** Constraints on Ground Tournament Participation

**Rule 8.A:** Registered Competitor Teams may participate in any, or all, of the Ground Tournaments (GT). Competitor Teams that arrange for independent, third-party launches may, but are not required to, participate in any GT.

**Rule 8.B:** Competitor Teams shall submit a Mission Concept Registration Data Package (defined in Rule 3) at least 30 calendar days prior to participating in their first GT.

**Rule 8.C:** Before each GT, Competitor Teams shall declare whether they intend to compete in either the Deep Space Derby or the Lunar Derby or both.

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Competitors may change their declaration prior to each GT. These declarations may be made publicly available on the Challenge website.

- Rule 8.D:** Prior to each GT, Competitor Teams shall declare their intention to compete for integration and launch on Artemis I, or their intention to arrange for their own independent, third-party launch. Competitors may change their declaration until GT-2 at which point they must make a final declaration. These declarations may be made publicly available on the Challenge website.
- Rule 8.E:** Competitors shall participate in at least GT-2 to be considered for selection as a secondary payload on the Artemis I launch.
- Rule 8.F:** The SLS Program requires a series of four Payload Safety Reviews (Phase 0 – Phase 3 Safety Reviews) before any CubeSat is accepted for integration to launch on Artemis I. Only the top 5 winners of GT-1 and GT-2 will be submitted to Phase 0 and Phase 1 Safety Reviews, respectively. Only those Competitor Teams that pass the Phase 0 or the Phase 1 Safety Review may proceed to the Phase 2 Safety Review. Only those Competitor Teams that pass the Phase 2 Safety Review and are a top 5 winner in GT-4 may proceed to the Phase 3 Safety Review. The effect of these constraints is that only the top 5 winners of GT-1 or GT-2, who proceed to be top 5 winners of GT-4, will be eligible to launch on Artemis I.

#### 4.5.2 Procedures and Judging for Ground Tournament

Ground Tournaments (GTs) require Competitor Teams to deliver submittal materials specified in the Ground Tournament Workbook, and to deliver interactive presentations to judges, either by video conference or in person at locations to be specified for each GT. Judges will consult with a NASA design center and/or third-party experts, and run mission simulations and analysis using product specifications and performance projections submitted by each Competitor Team 30 calendar days prior to GT. Judges will provide scores to Competitor Teams using standardized criteria, based on a scale of 1 (low, poor) to 5 (high, superb). A score of zero will be given for elements in which insufficient or no data was submitted. Judges will provide scores to Competitor Teams within two weeks of their GT.

##### **Rule 9:** Ground Tournament Judging

- Rule 9.A:** For each GT, Competitors shall submit required documents and data as listed on the Judges Score Card on dates specified in the published GT schedules. GT judging templates will be provided in advance to the Competitor Teams.
- Rule 9.B:** Competitors shall permit Judges, or designee, (upon request) to conduct site inspections, inspections of competition hardware and/or software, and allow component or subsystem tests witnessing in order to verify submitted documentation.
- Rule 9.C:** Competitor Teams shall allow their composite scores to be posted on the Challenge website after each GT. (Competitor Team technical Intellectual Property will not be publicly released.)
- Rule 9.D:** All Competitor Teams shall be judged by the same criteria at each GT for probability of mission success, and for compliance with specific Challenge Rules.

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**Rule 9.E:** For each GT, 40% of each Competitor Team’s assigned total score will be determined by the probability of mission success using the Judge’s Scorecard.

**Rule 9.F:** For each GT, 60% of each Competitor Team’s assigned total score will be determined by compliance to specific Challenge Rules and (a) for Teams that state their intention to launch on Artemis I SLS: compliance with SLS Interface Requirements as defined in the SLS Secondary Payload Deployment System IDRD; or (b) for Teams that state their intention to launch on a vehicle other than SLS: compliance with the written interface and safety requirements of the team-procured launch service provider.

**Rule 9.G:** Competitor Teams that arrange for their own third party launches must submit information required in *Required Data for Competitor Teams with Non-NASA Launch*, and will be judged for compliance with interface and safety requirements of their own launch operators, instead of for compliance with SLS Interface Requirements.

#### 4.5.2.1 Rules and Requirements for GT-1 Competition

Judges will provide Competitor Team scores based on standardized assessments. Every Competitor Team (up to maximum of 5 Competitor Teams) whose composite score is greater than 3.0 will be awarded \$20,000 each; however if more than 5 Competitor Teams score greater than 3.0 (composite score), only the 5 highest scoring Competitor Teams will be awarded \$20,000 each.

Only the GT-1 winners will submit their CubeSat designs for the SLS Phase 0 Payload Safety Review. Only Competitor Teams that pass SLS Phase 0/1 Payload Safety Reviews are eligible for future Safety Reviews and eligible to integrate and launch on Artemis I.

**Rule 10:** To participate in the GT-1 and be eligible for GT-1 Prize Awards, Competitor Teams shall provide to NASA the input listed on the Judges Score Card.

#### 4.5.2.2 Rules and Requirements for GT-2 Competition

Judges will provide Competitor Team scores based on standardized assessments. Every Competitor Team (up to maximum of 5 Competitor Teams) whose composite score is greater than 3.0 will be awarded \$30,000 each; however if more than 5 Competitor Teams score greater than 3.0 (composite score), only the 5 highest scoring Competitor Teams will be awarded \$30,000 each.

Only the GT-2 winners will submit their CubeSat designs to SLS Phase 0/1 Payload Safety Review. GT-1 winners that successfully completed the Phase 0 payload safety review but not selected in GT-2 will submit for Phase 1 payload safety review. Only Competitor Teams that pass SLS Phase 0 and 1 Payload Safety Reviews are eligible for future Safety Reviews and eligible to integrate and launch on Artemis I.

**Rule 11:** To participate in the GT-2 and be eligible for GT-2 Prize Awards, Competitor Teams shall provide to NASA the input listed on the Judges Score Card.

**Rule 11.A:** Prior to GT-2, Competitor Teams must declare their final intention to compete for selection to launch on Artemis I.

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#### 4.5.2.3 Rules and Requirements for GT-3 Competition

Judges will provide Competitor Team scores based on standardized assessments. Every Competitor Team (up to maximum of 5 Competitor Teams) whose composite score is greater than 3.0 will be awarded \$30,000 each; however if more than 5 Competitor Teams score greater than 3.0 (composite score), only the 5 highest scoring Competitor Teams will be awarded \$30,000 each

**Rule 12:** To participate in the GT-3 and be eligible for GT-3 Prize Awards, Competitor Teams shall provide to NASA the input listed on the Judges Score Card.

#### 4.5.2.4 Rules and Requirements for GT-4 Competition

The GT-4 is the final ground competition. Participation in GT-4 is required for all Competitor Teams who qualified in GT-1 or GT-2, passed all required safety reviews, and are requesting integration and launch on Artemis I.

Judges will provide Competitor Team scores based on standardized assessments. Every Competitor Team (up to maximum of 5 Competitor Teams) whose composite score is greater than 3.0 will be awarded \$20,000 each; however if more than 5 Competitor Teams score greater than 3.0 (composite score), only the 5 highest scoring Competitor Teams will be awarded \$20,000 each.

**Rule 13:** GT-4 Rules and Requirements

**Rule 13.A:** Prior to GT-4, Competitor Teams must also declare their final intention to compete in the Deep Space Derby, or the Lunar Derby, or both.

**Rule 13.B:** To participate in the GT-4 and be eligible for GT-4 Prize Awards, Competitor Teams shall provide to NASA the input listed on the Judges Score Card

**Rule 13.C:** Only the top 5 highest scoring Competitor Teams that achieve all the following:

- receive a GT-4 score of at least 3 and are in compliance with all Challenge requirements and Space Launch System Secondary Payload Deployment System Interface Definition and Requirements Document (IDRD) requirements, and
- declared before GT-2, their intention to launch on Artemis I, and
- passed SLS Phase 2 Safety Review

will be submitted to SLS Phase 3 Safety Review to become qualified for integration, launch, and deployment on Artemis I.

#### 4.5.3 Down Select Launch Candidates (conditional)

**Rule 14:** In the event that the total number of qualified CubeSats exceeds the number of SLS dispenser slots assigned to Cube Quest Challenge, then the following down-select Rules shall apply:

**Rule 14.A:** Judges shall rank all Competitor Teams in order based on the GT-4 total score. In case of a tie, the tie breaker will be the highest cumulative score across all GTs.

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**Rule 14.B:** At the present time, there are three slots on Artemis I allocated to CubeQuest Challenge. The top 3 teams that successfully pass Phase 3 SRB will be integrated on Artemis I.

**Rule 14.C:** Teams 4 and 5, if they successfully pass the Phase 3 SRB, will be used to backfill in the event that any Artemis I selected competitor team cannot deliver their Cubesat for vehicle integration. “Runner’s up” should be prepared (at a moment’s notice) to replace any selected Competitor Team up until actual vehicle integration date.

**Rule 14.D:** *Deleted*

#### 4.6 General Rules Applicable to Both In-Space Challenges

##### **Rule 15:** In-Space Competition Start (“Start of Competition”)

**Rule 15.A:** Competitors obtaining their own launches shall notify the Cube Quest Challenge administrators within 12 hours of launch and within 12 hours of deployment confirmation. The time of deployment shall be considered the start time of the first competition day of their respective “Start of Competition”.

**Rule 15.B:** For Competitors with CubeSats deployed from Artemis I, the positive deployment confirmation time shall be considered the start of the first competition day for all Competitor Teams with CubeSats deployed from Artemis I. (Note that the SLS Payload User’s Guide and/or the SLS Secondary Payload Deployment System Interface Definition and Requirements Document may specify a timed delay before CubeSats may begin powered operation after the deployment from the SLS. Nevertheless, the deployment confirmation time shall be considered the “Start of Competition” for CubeSats deployed from Artemis I.) In support, NASA will notify Competitors within one day of their successful deployment from Artemis I SLS.

##### **Rule 16:** Competitor Ground Stations

**Rule 16.A:** Competitor Teams may communicate with, and update, their CubeSat as often as desired within the competition period. This includes commands, revised operating instructions, software updates, etc.

**Rule 16.B:** Earth-based transmissions and receptions may be performed from the same ground station or differing ground stations.

**Rule 16.C:** Competitor Teams may not use Government controlled stations as their primary data communications stations for the purposes of communications achievements eligible for in-space Prizes, unless appropriate compensation is provided and the station is also made available under the same terms to all Competitors.

**Rule 16.D:** Competitor Teams will not be charged for communications monitoring by Government-controlled stations strictly for the purpose of authenticating claimed communications distances, or for verifying the achievement and maintenance of lunar orbit. See *Required Navigation Artifacts for*

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*Authenticating Claimed Comm Distances and Verifying Achievement and Maintenance of Lunar Orbit.*

**Rule 16.E:** Ground station operators may be Team Members (Rules 1 and 2 apply), or ground station services or facilities may be procured by the Competitor Team (Rules 1 and 2 do not apply, except for Rule 1.C).

## **Rule 17:** Planetary Protection

**Rule 17.A:** Competitor Teams shall submit Orbital Debris Assessment Reports (ODARs) and End of Mission Plans (EOMPs) that are compliant with NASA-STD-8719.14 *Process for Eliminating Orbital Debris*, in order to be compliant with U.S. National Space Policy of the United States of America (June 2010), the U.S. Government Orbital Debris Mitigation Standard Practices (February 2001), and other National and International policies and guidelines for limiting Earth-orbiting debris.

**Rule 17.B:** Competitor Teams which launch on Artemis I shall submit a copy of each of their ODARs, EOMPs and Planetary Protection Plans to Cube Quest Challenge administrator on the dates required by the SLS Secondary Payload Integration management. Competitor Teams obtaining their own launch shall submit a copy of each of their ODARs, EOMPs and Planetary Protection Plans to Cube Quest Challenge administrator on the schedule specified in Instructions and Required Data Package for Cube Quest Challenge Competitor Teams Providing Their Own Launch.

**Rule 17.C:** Competitor Teams with CubeSats that enter lunar orbit shall submit an End of Mission Plan that, to the satisfaction of Judges, complies with “NASA's Recommendations to Space-Faring Entities: How to Protect and Preserve the Historic and Scientific Value of U.S. Government Lunar Artifacts” found at [http://www.nasa.gov/sites/default/files/617743main\\_NASA-USG\\_LUNAR\\_HISTORIC\\_SITES\\_RevA-508.pdf](http://www.nasa.gov/sites/default/files/617743main_NASA-USG_LUNAR_HISTORIC_SITES_RevA-508.pdf)

**Rule 17.D:** Competitor Team mission designs must be compliant with requirements of NPR 8020.12 *Planetary Protection Provisions for Robotic Extraterrestrial Missions*. For Competitor Teams that demonstrate to the satisfaction of Judges (by trajectory simulation/analysis or other documentation) that their CubeSats will not encounter any protected planet (beyond Earth and Earth’s moon), then written documentation compliant with NPR 8020.12 is the only requirement for planetary protection. (Tests and demonstrations would not be required.)

**Rule 17.E:** Obsolete

## **Rule 18:** Communications Competition Procedure for Both In-Space Challenges.

The exact details of the implementation of the following Rules are contained in the supplemental document *Communications Procedure for Both In-Space Challenges (CommsProc)*.

**Rule 18.A:** Each Competitor Team shall inform Judges a minimum of 24 hours prior to the start of each operating period (as specified in *CommsProc*). If the

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Competitor Team does not announce operating periods, then Judges will not consider any operations that day for competition purposes.

**Rule 18.B:** Competitor Teams shall generate their random data using the algorithms and protocols specified in *CommsProc*. Judges will not accept data generated by any other methodology.

**Rule 18.C:** The Competitor Team shall supply a CubeSat communications log to the Judges to verify competition timing.

**Rule 18.D:** Competitor Teams may choose to wrap data blocks in a convenient protocol for transmission to assist with block accounting and sequencing as long as the Judges can verify that data were generated by the prescribed algorithm.

**Rule 18.E:** The Competitor Team shall receive the data blocks over the communications link, perform any required error correction deemed necessary, and arrange the blocks in correct sequence. Any blocks that are not completely received within the operating period will not count towards the operating period total.

**Rule 18.F:** The Competitor Team shall deliver to NASA properly sequenced, unique (nonduplicative) error-free data blocks received at the ground station(s) within 10 minutes of the operating period closure. If the Competitor Team requires a data retransmission to achieve an error-free block, the Competitor Team must complete that transaction by the end of the operating period.

**Rule 18.G:** As specified in *CommsProc*, the Competitor Team shall provide the evidence that authenticates actual transmission achievement from their spacecraft in space and ground station receipt to the Judges.

**Rule 19:** Competition End for Both In-Space Challenges (“End of Competition”)

**Rule 19.A:** All activities for the purposes of these Challenges (with the exception of the Deep Space Derby and Lunar Derby Spacecraft Longevity Contest – see Rule 19.D) shall end exactly 365 competition days after their CubeSat deployment, or upon the End of Challenge, whichever occurs first.

**Rule 19.B:** Deleted

**Rule 19.C:** The End of Challenge shall be 365 days after the Artemis I Launch. No activity taking place after this time shall be counted for in-space competition purposes.

**Rule 19.D:** For Competitor Teams obtaining their own launch, qualified data transmissions (per Rule 18 and *CommsProc*) taking place between 365 calendar days after their deployment until End of Challenge (Rule 19.C) shall be eligible for the Deep Space Derby Spacecraft Longevity prize or the Lunar Derby Spacecraft Longevity Contest prize (Rules 23.C and 25.D). Data transmissions must meet minimum requirements based on the prize.

**Rule 20:** If, for any reason, a CubeSat does not successfully deploy from Artemis I (a dispenser malfunction, for example), then that Competitor Team shall be ineligible for any In-space Prizes.

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**Rule 21:** Competitor Teams shall acknowledge that NASA reserves the right to share information about Competitor Team accomplishments and progress, after verification by Judges, throughout the Challenge period. Accomplishment or progress information may include, for example, the data volumes communicated, time of lunar orbit, and cubesat distances from Earth. NASA also reserves the right to publicly announce when Competitor Teams are planning to attempt a communications task or propulsion maneuver before results have been confirmed by Judges.

#### 4.7 Additional Rules for Deep Space Derby

**Rule 22:** Achievement and Maintenance of Verifiable Minimum Required Distance from Earth

**Rule 22.A:** Competitor CubeSats shall achieve and maintain a verifiable minimum required distance from Earth’s surface of at least 3,000,000 kilometers (+/- 3,000 km allowable tolerance) during any operations that would count toward the Deep Space Derby Prizes achievements.

**Rule 22.B:** Competitors shall provide evidence that demonstrates, to the Judges’ satisfaction, the spacecraft distance from Earth. (Acceptable evidence to be submitted to NASA for purposes of authenticating the claimed distance from Earth is specified in *Required Navigation Artifacts for Authenticating Claimed Comm Distances and Verifying Achievement and Maintenance of Lunar Orbit*, a separate document.)

**Rule 22.C:** In the event that no CubeSat successfully reaches the minimum distance from Earth (Rule 22.A) by the End of Challenge, NASA will declare the Deep Space Derby over with no winner and no prizes awarded.

**Rule 23:** Deep Space Derby Prizes

**Rule 23.A: Best Burst Data Rate:** \$225,000 will be awarded to the Competitor Team that receives the largest, and \$25,000 will be awarded to the Competitor Team that receives the second largest, cumulative volume of error-free data (above the minimum volume of **one** 1024 bit data block) from their CubeSat over a 30-minute period while satisfying Challenge Rules and definitions. If only one Competitor Team achieves more than the minimum volume, they are awarded \$250,000. If no Competitor Team achieves more than the minimum volume, no Best Burst Data Rate prize will be awarded. In case of a tie, all qualifying tied Competitor Teams will receive an equal portion of this prize amount.

**Rule 23.B: Largest Aggregate Data Volume Sustained Over Time:** \$675,000 will be awarded to the Competitor Team that receives the largest, \$75,000 will be awarded to the Competitor Team that receives the second largest, cumulative volume of error free data (above the minimum volume of **one thousand** 1024 bit data blocks) from their CubeSat over their best contiguous 28-day

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(calendar days) period while satisfying Challenge Rules and definitions. If only one Competitor Team achieves more than the minimum volume, they are awarded \$750,000. If no Competitor Team achieves more than the minimum volume, no Largest Aggregate Data Volume prize will be awarded. In case of a tie, all qualifying tied Competitor Teams will receive an equal portion of this prize amount.

**Rule 23.C: Spacecraft Longevity:** \$225,000 will be awarded to the Competitor Team with the longest elapsed number of competition days, and \$25,000 will be awarded to the Competitor Team with the second longest elapsed number of competition days, between the date of their first and last, confirmed reception of error-free, 1024-bit data blocks from their CubeSat while maintaining at least the minimum required distance from Earth, and before the “End of Competition” (above the minimum number of 28 elapsed competition days) while satisfying Challenge Rules and definitions. If only one Competitor Team achieves more than the minimum number of 28 elapsed competition days, they are awarded \$250,000. If no Competitor Team achieves more than the minimum number of 28 competition days, no Longevity Contest prize will be awarded. In case of a tie, all qualifying tied Competitor Teams will receive an equal portion of this prize amount.

**Rule 23.D: Farthest Communication Distance From Earth:** \$225,000 will be awarded to the Competitor Team that receives from the CubeSat at least one, error-free, 1024-bit data block, from the greatest, and \$25,000 will be awarded to the Competitor Team with the second greatest distance from Earth (above the minimum distance of 3,000,000 km), and before the “End of Competition”, while satisfying Challenge Rules and definitions. If only one Competitor Team receives at least one, error-free 1024-bit data block (above the minimum distance of 3,000,000 km from Earth), they are awarded \$250,000. If no Competitor Team receives data, no Farthest Communication Distance prize will be awarded. In case of a tie, all qualifying tied Competitor Teams will receive an equal portion of this prize amount.

## 4.8 Additional Rules for Lunar Derby

### **Rule 24:** Achievement and Maintenance of Verifiable Lunar Orbit

**Rule 24.A:** Competitor CubeSats shall achieve and maintain a verifiable lunar orbit, during any operation that would count towards the Lunar Derby Prizes achievements.

**Rule 24.B:** For the purpose of the Lunar Derby, a lunar orbit is defined as at least one complete orbit of minimum distance always above the lunar surface of 300 km, and with an aposelene that never exceeds 10,000 km.

**Rule 24.C:** Competitors shall provide evidence, to the Judge’s satisfaction, that demonstrates that they have successfully achieved a lunar orbit, as defined in Rule 24.B. (Acceptable evidence to be submitted to NASA for purposes of authenticating claimed lunar orbit is specified in *Required Navigation Artifacts for Authenticating Claimed Comm Distances and Verifying Achievement and Maintenance of Lunar Orbit*, a separate document.)

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**Rule 24.D:** Competitor Teams shall provide evidence demonstrating their CubeSat has maintained a minimum altitude of at least 300 km above the lunar surface at all times, before intentional end-of-mission disposal maneuvers.

**Rule 24.E:** Competitor Teams shall provide evidence, to the Judge's satisfaction, demonstrating that their CubeSats has maintained a lunar orbit (as defined in Rule 24.B) during any operations counting towards competition achievements or prize awards.

**Rule 24.F:** In the event that no CubeSat successfully achieves verifiable lunar orbit (as defined in Rule 24.B) by the End of Challenge, NASA will declare the Lunar Derby competition over with no winner and no prizes awarded..

## Rule 25: Lunar Derby Prizes

**Rule 25.A: Lunar Propulsion:** All contestant Competitor Teams that successfully demonstrate their CubeSat has achieved at least one verifiable lunar orbit and satisfy Challenge Rules and definitions shall be awarded an equal share of the \$1,500,000 Lunar Propulsion Competition Prize, with a maximum of \$1,000,000 to any one Competitor Team.

**Rule 25.B: Best Burst Data Rate:** \$225,000 will be awarded to the Competitor Team that receives the largest, and \$25,000 will be awarded to the Competitor Team that receives the second largest, cumulative volume of error-free data (above a minimum volume of **one** 1024 bit data block) from their CubeSat over their best 30-minute operating period while satisfying Challenge Rules and definitions. If only one Competitor Team achieves more than the minimum volume, they will be awarded \$250,000. If no Competitor Team achieves more than the minimum volume, no Burst Data Rate prize will be awarded. In case of a tie, all qualifying tied Competitor Teams will receive an equal portion of this prize amount.

**Rule 25.C: Largest Aggregate Data Volume Sustained Over Time:** \$675,000 will be awarded to the Competitor Team that receives the largest, \$75,000 will be awarded to the Competitor Team that receives the second largest, cumulative volume of error free data (above a minimum volume of **one thousand** 1024 bit data blocks) from their CubeSat over their best contiguous 28-day (calendar day) period while satisfying Challenge Rules and definitions. If only one Competitor Team achieves more than the minimum volume, they will be awarded \$250,000. If no Competitor Team achieves more than the minimum volume, no Aggregate Data Volume prize will be awarded. In case of a tie, all qualifying tied Competitor Teams will receive an equal portion of this prize amount.

**Rule 25.D: Spacecraft Longevity Contest:** \$450,000 will be awarded to the Competitor Team that achieve the longest elapsed number of competition days between the first and last confirmed reception (greater than a minimum number of 28 elapsed competition days), and \$50,000 will be awarded to the Competitor Team with the second longest elapsed number of competition days, of an error-free, 1024-bit data block from their CubeSat while satisfying Challenge Rules and definitions. If only one Competitor Team achieves more than the minimum number of 28 elapsed competition days, they will be awarded

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\$500,000. If no Competitor Team achieves more than the minimum number of competition days, no Longevity Contest prize will be awarded. In case of a tie, all qualifying tied Competitor Teams will receive an equal portion of this prize amount.

#### **4.9 Additional Cube Quest Challenge Rules**

**Rule 26:** The Centennial Challenge Program (CCP) has made significant effort to develop fair and just competition rules. In the event that the CCP deems it necessary, additional rules or requirements may be administered with the concurrence of all currently registered Competition Team(s). Failure to adopt or follow such additional rules or requirements shall be grounds to terminate a Competition Team and all Team Members from the Challenge.

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## 5.0 DATA SUBMISSION

### 5.1 Format

All Challenge document submissions shall be written in Helvetica font style with minimum 12 point font size. Challenge presentations, such as Ground Tournament, may use either Helvetica or Garamond font style with minimum 14 point font size. Arial is a suitable substitute when Helvetica or Garamond font styles are not available.

Document and presentation submissions shall be in Adobe portable document format (pdf). Microsoft Word and PowerPoint are suitable substitutes when pdf is not available.

Hand written or drawn documents shall be scanned into Adobe pdf with minimum 400x400 dots per inch (dpi).

### 5.2 Method

All Challenge submissions shall be sent to the Cube Quest Challenge email address: [ARC-cubequestchallenge@mail.nasa.gov](mailto:ARC-cubequestchallenge@mail.nasa.gov)

Submitted documents will be routed to appropriate points of contact (Judges, Subject Matter Experts, etc.) At no point will Competitor Team Intellectual Property (IP) be passed to anyone not involved with Challenge administration.

### 5.3 Registration Data Package

Registering Competitor Teams must provide the following items to be considered for prizes in the Cube Quest Challenge:

1. Competitor Team Name
2. Competitor Team affiliation or sponsoring company/organization
3. Team Leader Designation
4. Team Leader Proof of U.S. Citizenship or Permanent Residence
5. Company/organization proof of U.S. incorporation and address of operations (if applicable)
6. List of Team Members and appropriate proof of eligibility (if applicable)
7. All appropriate Competitor Team contact information (phone number, email address, website links) to coordinate reviews, rules verifications, site visits, or other necessary forms of correspondence.
8. Proof of Liability Coverage (Rule 2.C)
9. Acknowledgement to rules compliance. Any violation of rules is subject to review and possible removal from the Challenge. All Team Members must submit the following statement with his/her signature.

I have read and will comply with the Cube Quest Challenge rules. I acknowledge that I satisfy the necessary requirements for challenge participation. Any misrepresentation of myself will result in Competitor Team disqualification. I

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also acknowledge that NASA will only disperse awarded prizes to the Team Leader and not to individual Team Members.

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## APPENDIX A

### FOREIGN STUDENT ACKNOWLEDGEMENT

I, \_\_\_\_\_, an Entity Member with \_\_\_\_\_ (Entity TEAM MEMBER) on TEAM \_\_\_\_\_, acknowledge that (i) during the term of the attached Cube Quest Challenge Team Agreement (“AGREEMENT”) and at the time of the CHALLENGE, I am a bona-fide, full-time student enrolled at an accredited U.S. institution of higher education, (ii) during the term of the AGREEMENT, I am in the United States on a valid student visa and am otherwise in compliance with all local, state, and federal laws and regulations regarding the sale and export of technology, (iii) I will comply with all terms and conditions of the AGREEMENT; and (iv) I am not a citizen or permanent resident of the United States. Accordingly, I am NOT eligible to win a prize in the CHALLENGE. All capitalized terms not otherwise defined herein shall have the meanings ascribed in the AGREEMENT.

Entity Member Citizenship: \_\_\_\_\_

Entity Member Institute of Enrollment: \_\_\_\_\_

Entity Member Signature: \_\_\_\_\_

Acknowledgement Endorsed by Entity TEAM MEMBER:

Name: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Acknowledgement endorsed by: Team Leader

Name: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Acknowledgement endorsed by: Cube Quest Challenge Administration

Name: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

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**APPENDIX B**

*FOREIGN PARTICIPANT ACKNOWLEDGEMENT*

I, \_\_\_\_\_, an Entity Member with \_\_\_\_\_ (Entity TEAM MEMBER) on TEAM \_\_\_\_\_, acknowledge that I will comply with all terms and conditions of the AGREEMENT. I confirm that I am not a citizen or permanent resident of the United States, and accordingly, I am NOT eligible to win a prize in the CHALLENGE. All capitalized terms not otherwise defined herein shall have the meanings ascribed in the AGREEMENT.

Entity Member Citizenship:

\_\_\_\_\_

Entity Member Signature:

\_\_\_\_\_

Acknowledgement Endorsed by Entity TEAM MEMBER:

Name: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Acknowledgement endorsed by: Team Leader

Name: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

Acknowledgement endorsed by: Cube Quest Challenge Administration

Name: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_