



The Observation Round Practical

Monday 7th June 2021

As long as it takes until not after 2230.

**This Paper contains 6 printed pages, including this cover page.
Turn overleaf for General Instructions**

General Instructions

In this paper, participants will be given remote control of the Assessor's Stellarium. This will enable you to control your field of view during the assessment.

The Assessor will set Stellarium to the necessary settings and starting location before granting you remote-control. The time will begin once control has been handed over and you are to make full use of it to find what you need.

Participants should take note of the following:

- 1) You are only allowed to use the up, down, left, right keys, as well as change the oculars using your mouse (if required).
- 2) If any other key is pressed, the section in question will be terminated; any marks obtained so far will be recorded and you will have to move on to the next section. There will not be a second chance.

You are reminded that only one object within one field of view may be counted.

We will only accept deep sky objects/asterisms if they:

- a. Have widely recognized standalone names (e.g. the Coathanger/Coma Star Cluster/Cat's Eye Nebula); **AND/OR**
- b. Are listed in the Messier Catalogue (e.g. M42: the Orion Nebula); **AND/OR**
- c. Are listed in the Caldwell Catalogue (e.g. C76: the False Comet).

Participants are only allowed hardcopy reference materials.

At any point in the competition, the Assessor is allowed to verify the item found however he wishes (including pressing D on Stellarium). If the object shown is not what the team claims it to be, the team will be awarded 0 for that object and is not allowed to find that particular object again.

For Example, the team finds a "fuzzy blob" and claims that it is M3. The assessor presses D to check and the "fuzzy blob" turns out to be the whirlpool galaxy. In this case, the team will be awarded 0 for this object and is not able to find the whirlpool galaxy again.

Part 1: Star Party

You open your eyes and realise you have been teleported to an unknown location. Clouds are coming in fast, so you want to see as many objects as possible.

You have 20 minutes and you find a telescope right beside you. You start now.

Instructions

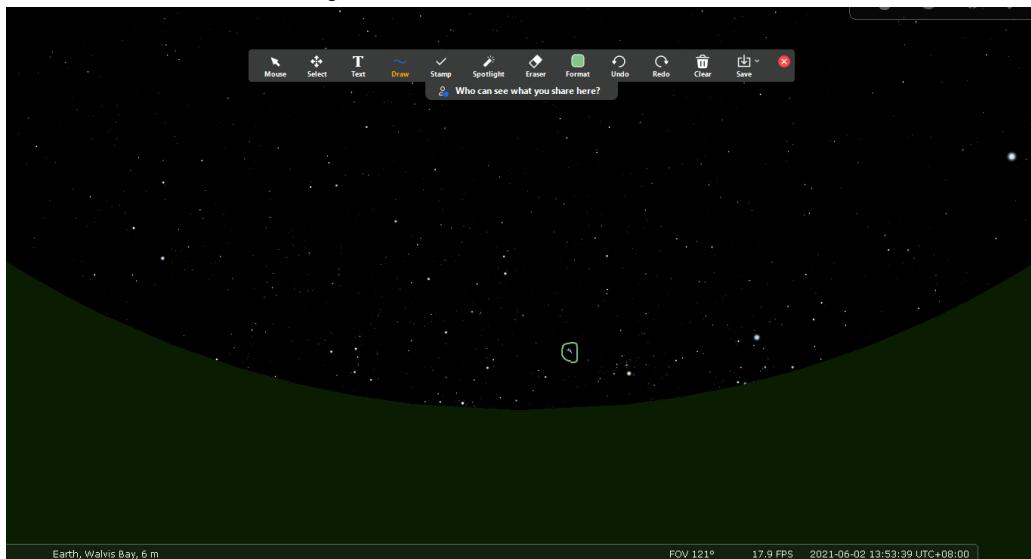
In this section, you are required to find as many objects as possible within 20 minutes. Objects must be visible with the settings given and must be named correctly.

Each object will be granted points as follows:

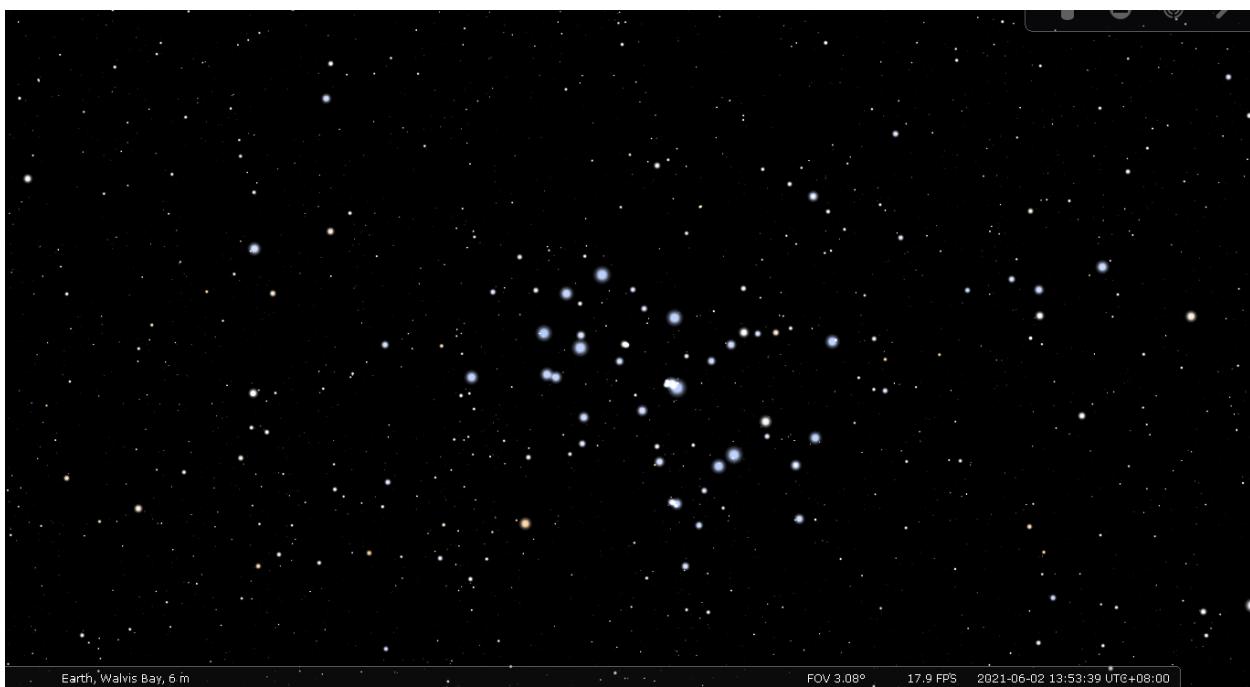
1. Deep-Sky Object (DSO) (4 point per correct name and location)
2. Common Asterism (2 points per correct name and shape)
3. Bright or Double Star (1 point per correct name and location)
4. Solar System Objects (1 point per correct identification and location)

Notes on acceptable Answers:

Circle with visible object



Zoomed in view



Not acceptable:
Circle of empty space



Circle with multiple objects inside



Assessor has final discretion to demand team zooms into specific objects for a better view if he cant see it at that level of zoom

Part 2: Speed Round!

You are required to order yourselves into player number 1 to player number 4. You may not swap out yourselves at any time during the competition.

In this round, players take turns to find the objects in an ordered list. Players will have 90 seconds to locate the object and will only be told of the object to locate when it is their turn. Each player will expect to go 3 times.

The order would be:

1. Player 1
2. Player 2
3. Player 3
4. Player 4
5. Player 1
6. Player 2
7. Player 3
8. Player 4
9. Player 1
10. Player 2
11. Player 3
12. Player 4