

FM A'GLOW Festival 10/21/2023

Pumpkin Chucking Competition

Rules & Regulation

Competition begins promptly at **5:00pm on the festival grounds near Parking Lot H.**

****Note**** The event will not be held at the UC or near the UC this year.

Team Requirements

1. Teams may be of any number (the more the merrier). All Teams must be officially registered by **October 16, 2023**. Please go to <https://www.fmarion.edu/fmaglow/> to register.
****Note** the link for the 2023 festival is now live!**
2. Teams are encouraged to vie for the **Team Spirit Award**, coming out in costume to go along with the Theme of their entry.
3. All members of the chucking team must sign waivers and/or release forms in order to participate.
4. Only (1) one designated "Team Captain" can fire the machine.
5. All Teams must ensure that the area (firing line and down range) has been cleaned prior to departure. All Trebuchets/catapults must be removed from the site following the competition.

Trebuchet/Catapult design and construction Requirements

1. The Devices must only be gravity powered. No springs, coils, flammable, explosive, or compressed fluids/air can be used to fire their projectiles. (pumpkins)
2. Height of trebuchet including throwing arm fully extended (the un-cocked height, straight up in the air) may not exceed **60 inches (5 feet)**.
4. WEIGHTS, STAKES, AND BRACES are all allowed and encouraged to immobilize machines for safety.
5. All Machines must be carried to the firing line.
6. There must be a triggering mechanism to fire the machine from a min. distance of 3 feet away.

Firing Procedures (Safety must be observed at all times)

1. A safety inspection of the machine must be completed by the Judges on the day of the Event, prior to the competition.
2. All teams are to use only the provided projectiles. (Round, smallish sized pumpkins provided) You may not use any other projectiles for the competition than those provided by the judges. Pumpkins must not be altered including but not limited to: air ducts, wings, fins or any type of lubrication

3. The team and Judges must inspect each device before any shots are fired (**EVERY TIME**).
4. No more than **(3) three** of your Team members (including the Captain) will be allowed on the firing line when the machine is being fired.
- 5 Only **(1) one** machine may fire at a time.
6. Machines must be launched mechanically by a rope trigger. The trigger is the actual firing release. This must be released from a distance no less than **(3) Three** feet from the chucker.

The Competition

There will be two different categories being judged: Distance, Accuracy, and Team Spirit.

1. Distance

- a. Each device may fire up to three shots. The best of the three shots is the final score for the device.
- b. All pumpkins fired must remain intact until they impact the ground to obtain an official measurement. Official Spotters will mark the location where the pumpkin initially landed and will disregard any bouncing or rolling afterward.

2. Accuracy

- a. Each device may fire up to three shots. The closest to the target downrange wins.

3. Cleanup after the event is MADATORY for all participants. Participants must clear the field of all debris and tamp any damage to the ground surface.

Awards

1. Oh my Gourd! Award for distance
 - a) Longest shot during the distance competition
2. Next of Pumpkin (close relative) Award for accuracy
 - a) The closest shot to the target during the accuracy competition
3. The Most Team Spirit Award
 - a) Judges' choice based on Teams' support of their entries' Theme

****Noncompliance of any team or team member with any competition rules, especially all safety rules is grounds for immediate disqualification. ****

Any rule not specifically covered above will be left to the discretion of the Judges