

Pumpkin Launch Rules

General Rules

1. Participants can compete individually or in teams. Teams cannot be greater than 10 people (due to Gov. DeWine's mass gathering guidance.) There must be at least one adult (over 18 yrs.) on each team.
2. There is no age limit.
3. Teams must build a gravity-powered trebuchet out of wood, PVC piping, or other simple material.
4. One trebuchet per team.
5. Safety checks will be done at the start of the event by the Parks & Recreation Director.
 - The Parks Director has the final say in what is deemed safe and acceptable. The Director has the right to disqualify any team due to continual rule-breaking.
6. No pets or alcohol allowed at the event.
7. Each team will be allowed three launches.
8. Projectiles will be pumpkins (5-8 lbs.) supplied the day of by the city.
 - Pumpkins cannot be altered in any way (except for shortening or removing the stem.)
9. Safety goggles, gloves and hard hats are strongly recommended.

Trebuchet Rules

1. Trebuchets must be brought to the firing site already assembled and tested.
2. No floating arm trebuchets allowed.
3. Arm length must not exceed 8 feet (measured from the center of the arm's rotation axis to the point where the fixed sling line attaches to the arm.)
4. Trebuchet must have two arm locking mechanisms (one for release, and one for safety.)
5. No electrical components allowed.
6. No mechanical devices and/or advantages such as springs, hydraulic rams, shock cords, air cylinders, etc. are allowed.
7. No explosives, motors, combustion systems, or compressed air allowed.
8. Teams will fire one at a time, notified by a Parks & Recreation staff member.
 - Teams firing without permission will be disqualified.
9. Trebuchets must have a safety mechanism to prevent early release while it is being cocked and loaded.
10. Trebuchets must be triggered remotely (at least 6 ft. away from launch site.)
 - All other team members not triggering the machine must stay at least 10 ft. away from the machine.
11. Any trebuchet found to have unsafe structural defects will be prohibited from launching until repaired and re-inspected by the Director.
12. No team member or spectator is allowed past the firing line during launching.

Scoring

1. A first-place prize will be given to the team with the furthest launch.
2. Every participant will receive an event medal.
3. Teams will be allowed to launch **three** separate times, with the furthest launch of the three used for scoring.