



# Pumpkin Chuckin

## Key Points

### Machine Setup

Machines may be dropped off as early as Friday, October 21st. Machines schedule to launch on Saturday can be setup on launch line. Machines scheduled to launch on Sunday can be parked in staging area (must remain on trailer).

All Machines must be setup and ready for inspection at least one hour before their launch time.

### Divisions

Competition is broken into three divisions: Jr. Division (ages 14<); Intermediate Division (ages 14-18); Advanced Division (ages 18 >).

All division may build any of the following: catapult, trebuchet, or slingshot capable of launching an 8 - 10 lb pumpkin.

Advanced Division - will be separated into categories based on type of unit built. We reserve the right to merge categories.

Overall Competition - This is a distance only competition: Best of 3 Chucks will be recorded and used in overall competition.

### Judging

Judges will award each machine an overall score based on points achieved in the categories below.

**1. Team Presentation and Machine Design:** Thirty percent (30%) of the total score will be award on Team Presentation. Here creativity and decoration is the object. Decorate your chucker and dress up your team! Keep in mind this is a family event! 7.5 points possible

**2. Distance & Accuracy:** Fifty percent (50%) of the total score. Push, toss, sling, throw, catapult or launch-the object is to see who can chuck as far and as straight as possible! Pumpkins that Pie in the sky will not be counted! Chuck is measured from launch line to the largest piece of pumpkin. 12.5 points possible

**3. Good Sportsmanship:** Twenty percent (20%) will be awarded as "Good Sport" points. In this category each team will start with a perfect score. Point will be deducted for not turning in paperwork by October 7th, 2016. Not displaying sportsman-like conduct on the field, not obeying Pumpkin Chuckin Staff or rules, etc. 5 points possible. One point deducted for each incident.