

RULES OF ENGAGEMENT

2015 PUMPKIN CHUCK

Date of Contest: 16 October 2015

Categories

Class A – Pumpkin Chuckers (8-10 lb. pumpkins)

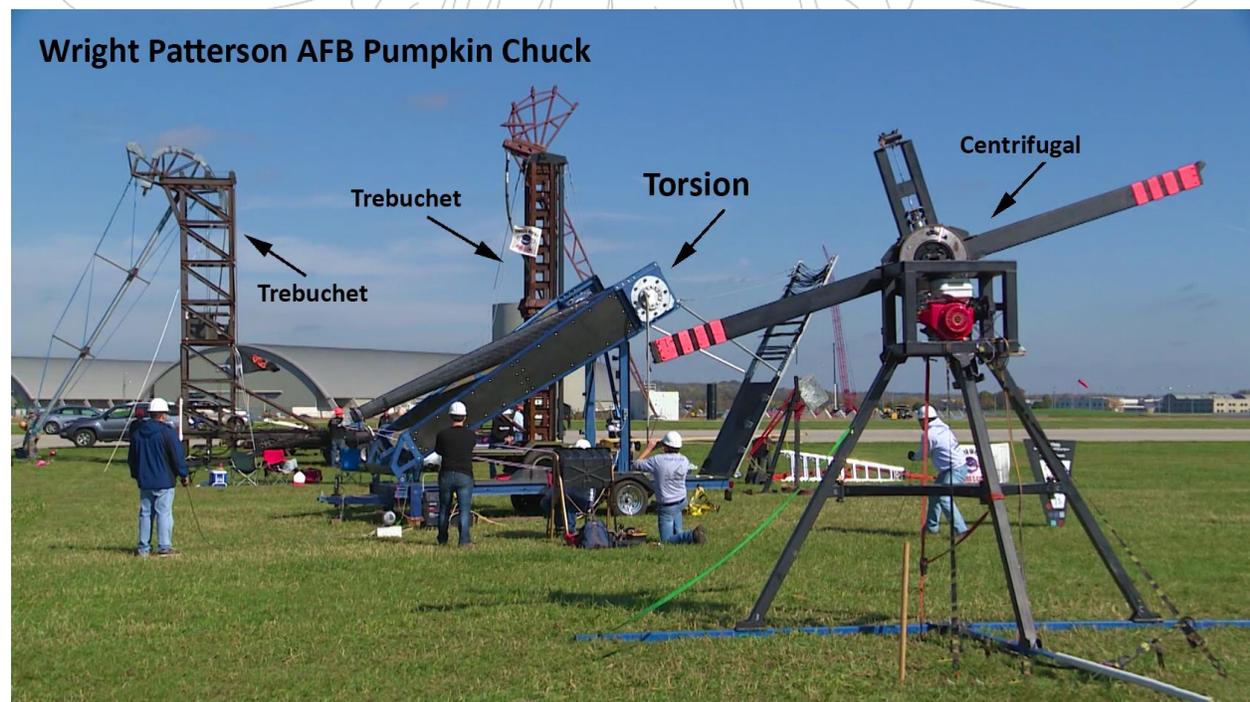
Class A* - World Championship Punkin' Chunkin' official distance shot

Class B – Pumpkin Chuckers (machine size limit, approximately 2 lb. pumpkins)

Class C – Human Powered Chuckers (note that pumpkins and launcher will be provided)

Pumpkin Pie Bake – Taste Testing Competition

Pumpkin Cream Pie Speed Eating Contest



General Rules (also see safety requirements on last page)

Contest Class A

- The entry fee is \$30 per team (proceeds go to CFC).
- Chuckers must supply their own unmodified pumpkins (aside from removing stems) weighing 8-10 lbs.
- Entry fees, team name, entry name, team POC/phone number, and names of team members are due by **5 OCTOBER 2015**.
- No pressurized “cannons” may be entered into this contest.
- Batteries may be used to power a trigger device (i.e. remote solenoid trigger) or arm the machine (i.e. electric winch) so long as they do not contribute energy to the projectile after the launch is initiated.
- The machine must launch one pumpkin at a time.
- No part of the machine may pass the firing line before the pumpkin is launched.
- Each team will be given three shots. The team with the longest single shot will win.
- All pumpkins fired must remain intact until they impact the ground.
- Shot distance measured from point of impact.
- Teams will provide their own transportation.
- Please notify organizers at least two days prior to the competition if you need more than a 12 ft. by 12 ft. area. This allows the organizers to allocate adequate space for your machine. The area allotted pertains to the “ready to fire” configuration. Parts may extend outside this area after firing or during loading.
- Teams must complete their setup at least one hour prior to the contest start.
- Practice chucks will be allowed during the setup time under supervision of the safety official.
- Teams will clean up any remains (including pumpkins, wadding, sabots, etc.).
- Teams will remove their machines on the schedule specified by contest officials.
- All decisions from the judges are final.
- No digging or damaging the field (including the setup area) is permitted. Teams who do so will be disqualified. Note that small divots are acceptable if they are filled in without a noticeable loss of grass.
- See Safety Requirements for additional rules

Contest Class A*

- This class serves as a surrogate for the “distance” competition at the World Championships Punkin’ Chunkin’ contest in Dover, Delaware. All rules for these competitors will follow guidance given by the World Championship Punkin Chunkin Association (WCPA – see <http://www.punkinchunkin.com/>). In addition to the rules mentioned above, Class A* rules include, but are not limited to, the following.
- Two other captains from registered WCPA teams must be present to observe the shots.
- Surveying of pumpkin range will consist of, at a minimum, GPS coordinates of machine location, GPS coordinates of impact site, elevation of machine, and elevation at impact site.
- Machine shots must be accomplished within 3 minutes of being given approval to fire.
- Pumpkins will conform to WCPA rules for varieties and weights (8-10lbs). Weights will be recorded.
- Safety rules will conform to WCPA rules or CFC Pumpkin Chuck rules, whichever are more stringent.

General Rules (also see safety requirements on last page)

Contest Class B

- The entry fee is \$25 per team (proceeds go to CFC).
- The same rules for class A apply with two exceptions:
 - The allotted area for this class is 5 ft. by 5 ft. (the idea here is to get more people involved with building a smaller, less time-intensive machine).
 - Chuckers must supply their own pumpkins weighing 2 lb. or more.
- Shot distance measured from point of impact.
- See Safety Requirements for additional rules



General Rules (also see safety requirements on last page)

Contest Class C

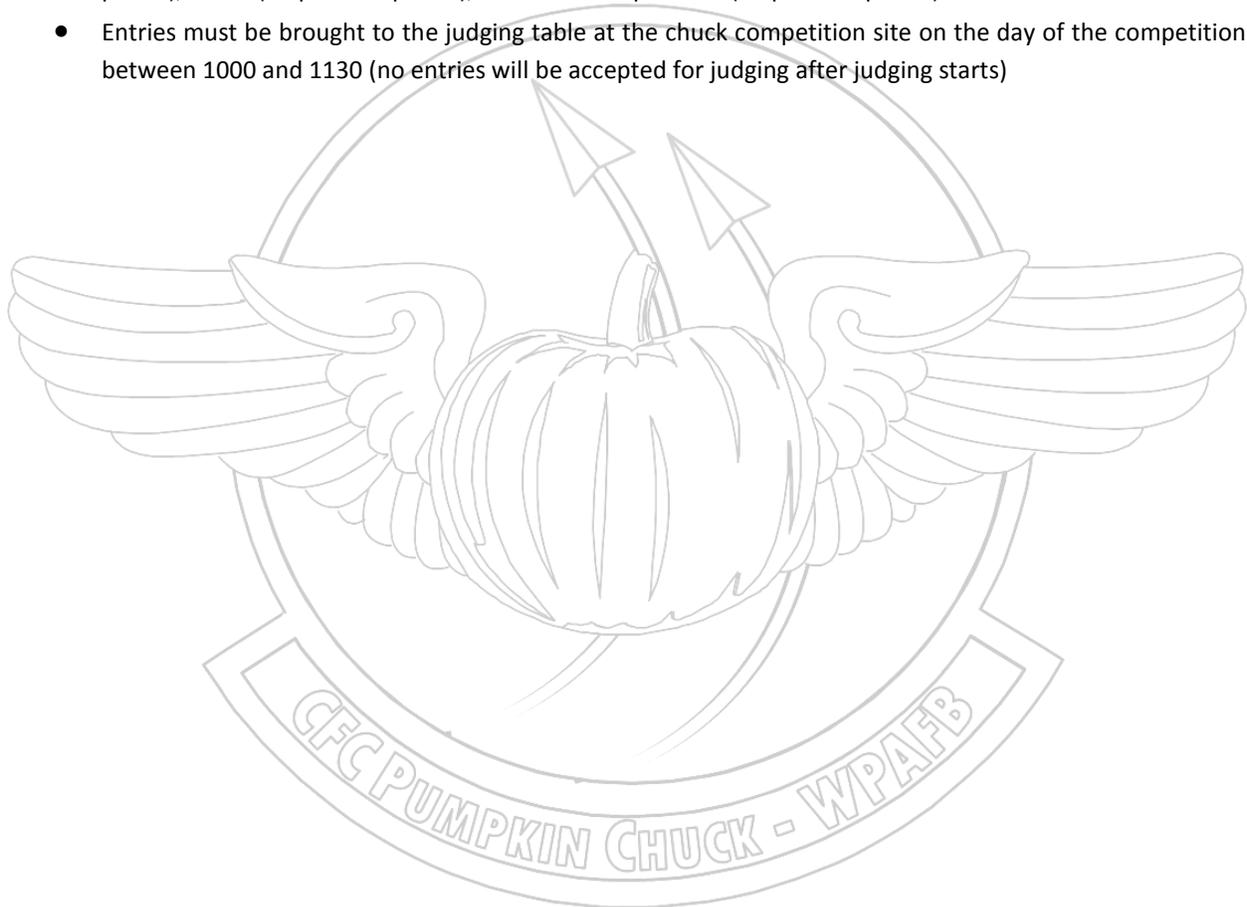
- The entry fee is \$20 per team (proceeds go to CFC).
- Teams cannot have more than four members.
- The launcher and pumpkins will be provided for this event.
- Each team will be allowed three shots, with the winning team being the team with the closest single shot to a predefined target.
- Shot distance measured from point of impact.
- See Safety Requirements for additional rules



General Rules (also see safety requirements on last page)

Pumpkin Pie Bake

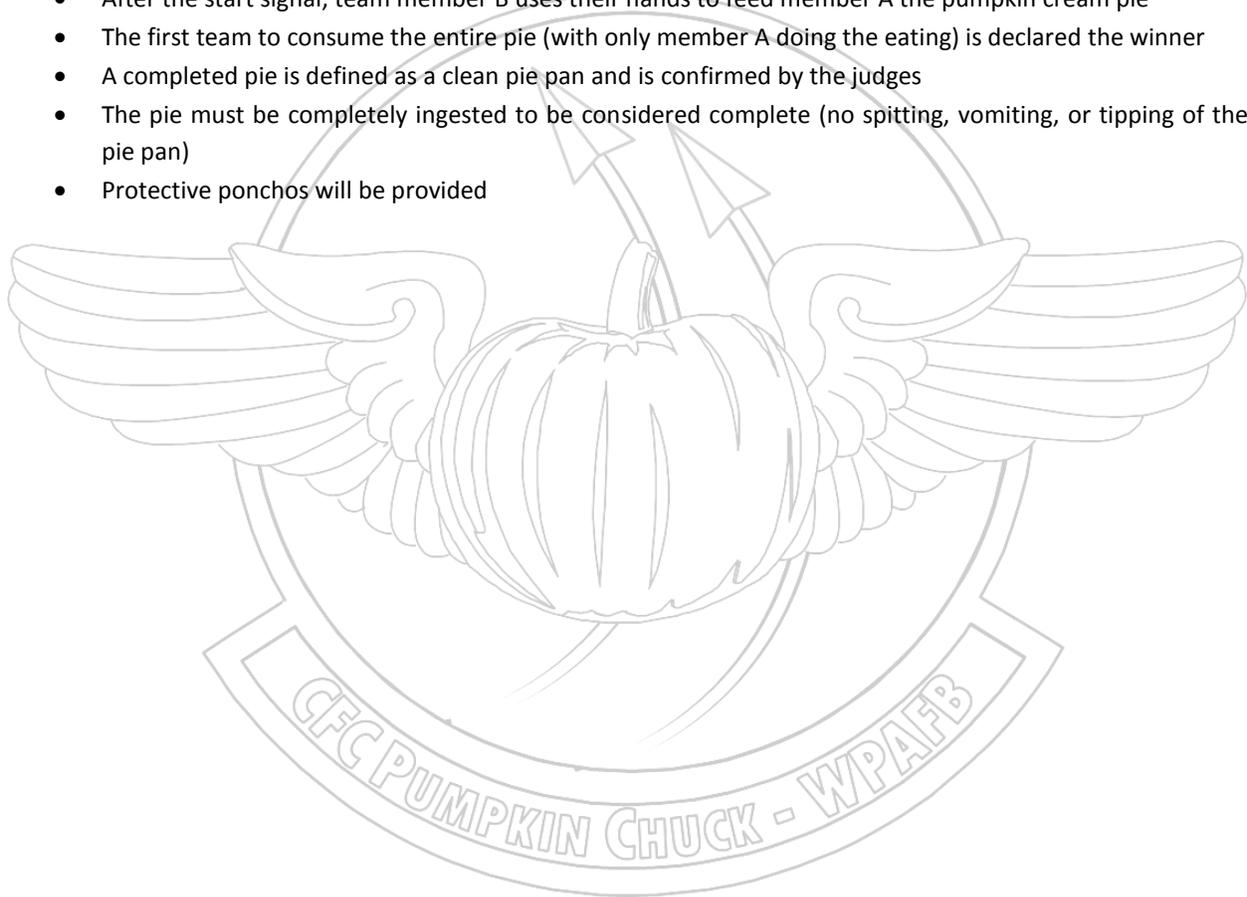
- Contest is free to enter (pie leftover from judging will be sold to benefit the CFC).
- Contestants must bake their own pies (no store bought pies will be judged).
- Minimum two 9 inch pies required for entry (one will be used for judging and the rest will be sold to benefit the CFC).
- Pies will be judged on appearance (5 possible points), texture including crust and filling (10 possible points), flavor (20 possible points), and overall impression (10 possible points).
- Entries must be brought to the judging table at the chuck competition site on the day of the competition between 1000 and 1130 (no entries will be accepted for judging after judging starts)



General Rules (also see safety requirements on last page)

Pumpkin Cream Pie Speed Eating Contest

- This is a team event consisting of 2 people per team
- The entry fee is \$10 per team
- One team member (A) sits in a chair facing a pie (sitting on a table)
- The other team member (B) stands directly behind member A
- Member A puts his or her hands behind their back, and member B slides his or her hands through the space between member A's arms and body (under arm pits)
- After the start signal, team member B uses their hands to feed member A the pumpkin cream pie
- The first team to consume the entire pie (with only member A doing the eating) is declared the winner
- A completed pie is defined as a clean pie pan and is confirmed by the judges
- The pie must be completely ingested to be considered complete (no spitting, vomiting, or tipping of the pie pan)
- Protective ponchos will be provided



Safety Requirements (applies to all entrants)

Safety is the primary concern. Safety judges will look over all entries. Unsafe designs or practices will prevent participation.

Eye protection is required for anyone in the "pit area". Hardhats are highly recommended for devices using gravity for energy. Personal safety equipment will not be provided.

Any pressure vessel must be an unmodified, commercially available item.

Any pressure system must have a clear and accurate indication of current pressure.

Any pressure system must not exceed the manufacturer's specified pressure limit.

All devices must start the contest with zero stored energy. No flammable liquids, batteries, chemical reactions, etc. may be used as a propellant for launching.*

Launch triggers must allow the user to be a safe distance from the device. Radio frequency remotes are discouraged because range judges use radios to communicate.

The device must have a safety installed to prevent accidental firing.

All firing will be with the approval of the line judge (pumpkin ATC).

There will be no test firings within ten minutes of the start of the competition.

Judges can mandate test firings for safety concerns.

Spectators are not allowed in or around the machines when they are armed or are firing.

If you have any questions on what the judges may think about the safety of your machine, please ask as soon as possible.

Rules are subject to change and teams will be notified of any such changes.

* Springs (axial or torsional) are exceptions to this rule. Batteries may also be used if their purpose is for machine setup only (i.e. running a winch to cock the arm).

Questions regarding rules should be directed to all of the following:

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