

THE SECOND ANNUAL PUMPKIN CHUCKIN

REGISTRATION

- Cost per team member is \$6 which includes patch and general event costs.
- Trading Post and lunch items will be available for additional charge
- Campsites and Cabins are available to rent. Contact GSR office for more details

Check-in at Gamehaven will begin at 8:00 a.m. on Saturday October 16th.

GAMEHAVEN SCOUT RESERVATION RULES AND REGULATIONS

The following items are NOT allowed: pets, sheath knives, radios, fireworks, firearms, illegal drugs, alcoholic beverages or tobacco products.

GENERAL RULES FOR PUMPKIN CHUCKIN'

1. The Gamehaven Pumpkin Chuckin Association (GPCA) reserves the right to combine any classes if there is a lack of participation. Any class that is subject to cutting will be contacted to see where they want to be moved.
2. Machines can only be entered in one (1) class per machine. Teams entering two machines on the same trailer in the same class may do so, provided they do not share components.
3. Any machine not able to fire when the pit boss decides your five (5) minutes are up will forfeit that round. NO EXCEPTIONS! Any special needs or concessions about time needed for your machine should be brought up at the leader's meeting. The GPCA and Pit boss will try to work with you to ensure that you receive the notice you need. Again, Team Captains are responsible for making sure you're ready when it's your turn to chuck.
4. Pumpkins are not to be altered in any way, excluding marker paints. All pumpkins must be in their natural state.
5. All machines must be set up in the assigned areas. You will be given notice of your assigned area well in advance. No excuses will be accepted for not being in your spot.

6. Any machine that shoots out of the field of play will be allowed 15 minutes to have spotters locate the pumpkin. The searching decision must be made within 15 minutes after you fire.
7. The longest distance a pumpkin is chucked in an event is the CHAMPION PUMPKIN CHUCKER and wins the overall chuck regardless of class. All other first place winners are champion's of class in which they were entered.
8. If you are disqualified for any round in competition for breaking, SAFETY OR REGULAR RULES you will forfeit your longest distance not the distance of the shot you for which you were disqualified.
9. Pumpkins will be supplied by the GPCA.

Catapult Class

Machine shall consist of springs, cords, rubber, dead weights or other mechanical means of creating stored energy.

Trebuchet Class

Machine shall consist of swinging or fixed counter weights. They can be made of wood, metal or plastic.

1. Pumpkins must weigh between 3 and 4 pounds for Troops, Crews and Posts and less than 2 lbs for Cub Scouts.
2. Pumpkin must leave the machine intact.
3. No part of the machine shall cross the firing line.
4. No "wadding" (including bean chaff, straw, foam, metal or any other object or foreign matter).
5. Machines may have adult assistance on the design and building.
6. Machines must be assembled, loaded and fired by the youth under full adult supervision. Adults may help in loading & cocking the machines.
7. Motorized winches and /or other cranking devices may cock the machine.
8. These machines require protective back stops.

Elite / Unlimited Division (Adults)

The Elite Division consists of chuckers designed, built and operated mainly by adults. Youth may be involved. A youth division team may petition the GPCA to be moved up to the Elite Division. The Elite Division classes follow the same rules as the Youth Division minus the design, building and operation rules.

No machines fired by combustion products.

Machines other than Trebuchets and Catapults are exhibition only. Contact the committee if you have questions.

Safety Rules

1. All catapult and trebuchet machines must have a safety strap or mechanism to hold the throwing arc or boom in case of early fire when loading. You are responsible for making sure everyone stays clear behind your machine, in case of a misfire.
2. Personnel handling ropes or cables should wear gloves such as a sailing or repelling type gloves to prevent burns.
3. Backstops will be required for any machine that can fire backwards (even if it never has done so). Any machine inspected on the field or approved in advance, as "not able to fire backwards" will be exempt from this requirement. Machines marked for backstops that fire without one will be disqualified from the chuck. This includes anytime they fire while on the field.
4. Machines may not chuck until the safety committee inspects and approves them to be safe by the GAMEHAVEN PUMPKIN CHUCKIN SAFETY RULES. Any alterations after being inspected will require another inspection to be able to fire.
5. Hard hats and eye protection must be worn by all fire line personnel in the pit when firing.
6. Each machine must have a First Aid Kit in plain view and clearly marked for all people to see, but not on the machine. A fire extinguisher is required for machines that can create sparks.

LEADERSHIP

TWO- DEEP ADULT LEADERSHIP IS REQUIRED. All troops should be under the patrol method, led by their Senior Patrol leader. There must be a least two adult leaders with the Scouts on the firing line at all times.

FIRST AID

Each troop is expected to have a first aid kit for minor injuries. Emergency medical care will be available for severe injuries.

PARKING

There will be no vehicles allowed in the campsite areas or activity field. Trailers will be allowed to unload in the activity field and then must be parked in the parking lot. All non-camp vehicles must be parked in the parking lot once the gear is unloaded.

VISITORS

Visitors are welcome and encouraged to attend the activities and ceremonies for free.

PUMPKIN CHUCKIN' At Gamehaven

SCHEDULE OF EVENTS

| | |
|------------------|--------------------------------------|
| 8:00 AM | Registration Begins |
| 8:30 AM | Opening |
| 8:45 AM-9:00 AM | Leaders Meeting (SM, ASM, SPL) |
| 9:15 AM-12:00 PM | Setup and test fire pumpkin chuckers |
| 12:00 PM-1:00 PM | Lunch at the dining pavilion |
| 1:15 PM-5:00 PM | The Chuckin |
| 5:00 PM | Cleanup |
| 6:00 PM | Closing / Award Ceremony |

PUMPKIN CHUCKIN' AT GAMEHAVEN

Statement of Participation Form

Where: **Gamehaven Scout Reservation**

When: **October 16, 2010** (Check-in will begin at 8:00 AM on Saturday)

Cost: **\$6.00 per person** (Scouts and Adults) Collected on the morning of the event.

Please submit intent by October 1st, 2010

This information is to let the GPCA know that your group intends to participate in the 2nd Annual Pumpkin Chuckin. No money will be collected until the morning of the event.

Note: If you show up on October 16th with a entry for the competition without letting us know about it ahead of time, we will officially frown at you, but then let you compete anyway if there is room to put your engine.

Unit (circle one): Elite/Adult | Pack | Troop | Crew | Post # _____

Adult Leaders : _____ Phone: _____

_____ Phone: _____

E=Mail _____

Number of Participants: _____ X \$6 = _____

All camping at GSR should be arranged ahead of time and paid for at the GSR office.

Please choose which class you are entering and with how many machines

| Youth Class | | Elite Class (ADULTS) | |
|-------------|--------------------|----------------------|--------------------|
| Class | Number of Machines | Class | Number of Machines |
| Catapult | _____ | Catapult | _____ |
| Trebuchet | _____ | Trebuchet | _____ |
| | | Other | _____ |

Contact Information for Questions or Pre-Registration

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