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# **First Annual Troop 224 “Punkin Chunkin” Contest and Scout Fellowship**



November 19<sup>th</sup> and 20<sup>th</sup>, 2010  
Dry Creek Ranch – Rio Linda, CA

**Participation:**

This event is open to all Scouting Units (Scout, Crews, and Teams) as well as all Webelos Dens. Webelos Den's will compete with other Webelos Den's only.

**Check-in:**

All units arriving Friday Evening must check-in upon arrival. All units shall submit a roster of all participants and will be directed to their camp site.

All units arriving Saturday morning must arrive and check in before 8:00AM. All units shall submit a roster of all participants and will be directed to their camp. A roster sheet is included in this package

Signups

No unit will be allowed to check in after 8:00AM Saturday morning.

**Parking**

Event staff will direct cars into the parking area. No parking will be allowed in camping area. Units will be allowed to unload their vehicles at or near their camping sites, but must move all vehicles back to the parking lot unless field conditions are muddy. If the field is muddy, vehicles will not be allowed onto the field and equipment will have to be carried in from the road. Trailers will be allowed at unit sites provided the field is dry enough.

For each vehicle, units will be given a form on which will show their unit number on and are asked to put this form on the dashboard of each vehicle. This will aid event staff in contacting the driver should the car need to be moved or any other problem arises.

**First Aid**

A First Responder will be on the property for the event and will be headquartered with the event staff.

**Campfires**

All campfires must be off the ground and fully contained in a steel or equivalent fire pit. Units must bring their own firewood and are responsible to remove their ashes and unused wood upon departure from the event.

**Cooking**

All units will be cooking and eating on their own for all meals.

**Trash**

This is a carry-in/carry-out event.

**Registration - Updated Costs: Price has come down significantly.**

Cost: \$50.00 per unit which includes one Trebuchet entry. There is no "Per Scout" fee however a patrol of 8 would attend for only \$6.25 per Scout. Additional trebuchets may be entered for \$10.00 each. Units must register directly with Troop 224. Registrations can be accomplished electronically by emailing your roster to Scott Hadaway [shadaway@gmail.com](mailto:shadaway@gmail.com). You will be given a PayPal account to send the registration fees to. Additionally, registration can be completed by mail. Send a Check or Money Order for the total registration fees to:

Troop 224 – Punkin Chunkin  
8200 Pinefield Dr  
Antelope, CA 95843

Make Checks payable to Troop 224 and place Punkin Chunkin in the Memo Field.

## Competitions

Punkin Chunkin (accuracy and distance)  
Most "Period" Trebuchet  
Chariot Racing  
Pumpkin Dish Cooking

A Trebuchet was a type of machine that was used during medieval times to destroy castle walls during a siege. Using principles of gravity and levers, they were capable of hurling large stones a great distance. Your unit/patrol is challenged to design and build a Trebuchet and hurl pumpkins at our "Castle".

Competitions will be held for accuracy and distance.

Please read the following specifications and rules carefully when planning your Trebuchet design. All Trebuchets will be inspected prior to competing.

### Trebuchet specifications and rules

Maximum frame height	6 feet
Maximum frame length	8 Feet
Maximum frame width	6 Feet
Maximum Trebuchet throwing arm length	10 Feet

Your Trebuchet may be smaller than the maximums.

The Trebuchet must be made of wood and lashed together. It must be primarily assembled on site by Scouts though the pieces may be made/cut to length, prior to arrival. It is strongly suggested that your Trebuchet is thoroughly tested prior to arrival.

**Updated Rules: The Trebuchet may have metal in two places. The Pivot, where the throwing arm may be made of steel or other metal; Additionally, there may be a hook, also made of steel or other metal that can be added to the end of the throwing arm.**

**It is recommended that glue and dowels be used in place of nails or bolts. These items may be pre-built and delivered to the competition.**

The Trebuchet must be mobile, either wheeled or able to be carried by the Scouts.

Each unit will have approximately 90 minutes to assemble their Trebuchet before the competition begins. This must be "people powered". No mechanical devices, such as, but not limited to, hydraulics, air rams or cylinders, springs, bungee cords, or slingshots will be allowed. The power of the Trebuchet must be produced by a counterweight alone.

For safety reasons, there must be a remote firing mechanism. The firing mechanism must allow the Scout firing it to be at least ten feet away from your Trebuchet when it is fired.

Counterweights must be fixed to the device in a manner that will keep them from coming loose upon firing. Failure to comply with these specifications will result in disqualification from the competition.

### The Accuracy Competition

A "Castle" will be placed 100 feet from the firing line. The Trebuchet may not be moved closer, but may be moved further back if needed.

The projectiles will be pumpkins, six to seven inches in diameter and weighing about four to five pounds. These pumpkins will be supplied by your unit and must be submitted to the staff for approval the day of the event.

Each Trebuchet will be allowed three shots at the target. The best (most accurate) shot will be recorded.

In the event of a tie, the pumpkin that inflicts the most damage to the “Castle” will take the place.

### **The Distance Competition**

Each trebuchet will be allowed three shots at the target. The best shot (longest distance) will be recorded. The largest piece of the projectile will be counted/measured/

The projectiles will be pumpkins, six to seven inches in diameter and weighing about four to five pounds. These pumpkins will be supplied by your unit and must be submitted to the staff for approval the day of the event. The furthest shot will be recorded. This competition will be held separate from the accuracy competition, but may be running concurrently. The object of this competition is to launch your projectile as far as you can. Total distance will be determined at the place where the projectile or the largest piece of the projectile comes to a stop. Only the better of the three launches will be counted for points.

### **Most “Period” accurate Trebuchet**

This is a new event added to recognize units that use the least amount of non period items in the creation of their trebuchets. Understanding that trebuchets spanned many years and cultures, the competition will be focused on the period of the specific trebuchet. We have at least two people that are “Near” experts on historical weaponry that will make the final determination.

### **Chariot Requirements**

All chariots must pass a safety inspection prior to the competition.

Chariot wheels must be a width of 4’ 8” / (Outside Width). Chariot must be able to support two Scouts.

Chariot must be equipped with a brake mechanism. (Trees and building are not approved braking systems)

Wheels must be in a fixed position.

Chariot, Driver and Soldier can only be pulled by two horses (Scouts)

### **Chariot Race Competition**

The Chariot will carry a driver and a soldier. The driver will be responsible for directing the horses (the pulling Scouts) to each target. The soldier will attempt to launch an object (Tennis Ball) into each target. A ten second time penalty will be added to a unit’s time for any missed targets. The team with the shortest time after penalties will be the winner. If the driver or soldier falls off the chariot, the chariot will be required to return to the starting line and resume the race from the beginning.

### **Pumpkin Cooking Competition**

Units are welcome to prepare a dish made from fresh, not canned, pumpkins. The dish may be a main dish, side dish, or dessert. They must be made and cooked on-site using pumpkins provided by the judges. Units must register for the cooking competition at check in. The cost is \$5.00 per unit (to pay for a really cool prize) Judging for these will be at 6:00 PM.

**All required pumpkins will be provided by the event staff. You are free to bring your own however they must weigh no less than 5 lbs.**

**NOTE: These specifications and rules are subject to change. Any changes will be published as soon as possible. If any changes are made, they will be made primarily for clarification or safety reasons. Any questions may be directed to Scott Hadaway of Troop 224 at [shadaway@gmail.com](mailto:shadaway@gmail.com)**