

Alcona Harvest Day.

Presents

Pumpkin Chunkin 2018

Rules and Regulations

Adapted from ASME 2015 Rensselaer Student Rules and Regulations

General Rules

1. All teams must select a team captain. The captain is responsible for all discussions with the safety committee.
2. Judging, safety marshaling, and cleanup shall be organized, set up and implemented by The Alcona Harvest Days Volunteers. Alcona Harvest Days Volunteers will provide the judges and spotters to score the competition and will assist the Safety and Rules Committee, staffed by The Alcona Harvest Days Volunteers.
3. All teams must submit a team roster to the Safety and Rules Committee by the day prior to the actual event.
4. Rules are subject to revision at the discretion of the safety committee. All team captains will be notified of changes by E-mail, and teams will be held to the standards of the highest rules revision, which will be kept current on The Alcona Harvest Days website.
5. Trophies will be awarded to the team that place the highest in each category of the two events.
6. There is a limit of 10 members on a team. To be on the firing line with the machine or to fire a machine, the team member must be listed on the team roster. No more than five members will be allowed on the firing line immediately around the machine at any given time.
7. A safety inspection of the machine must be completed by 12:00 pm the day of the event. Any safety flaws or potentially disqualifying will be pointed out to the team so that they may be corrected for the event. See item "**Safety Rules #15**" for more information.
8. All rulings by the judges or the Safety and Rules Committee are final. The team captain may request an explanation of any decision.
9. All pumpkins must remain intact until they impact the ground to obtain an official measurement. Spotters will mark the location where the pumpkin initially landed and will disregard any bouncing or rolling afterwards.
10. No part of the machine shall cross the line.
11. Pumpkins are not to be altered in anyway.
12. Pumpkins will weigh 8 -12lbs, but this value is subject to change depending on the availability of pumpkins.
13. Pumpkins will be provided by the contestants. The difference in weight between the largest and smallest pumpkins will be < 4 lbs.
14. All Machines must be able to load and fire within three (3) minutes. Team Captains are responsible for making sure the team is ready when it's chunkin' time. If a team is not ready to fire within that three minute window, the team may be skipped in order and allowed to fire last in the round, or may forfeit the shot at the discretion of the competition organizers.
15. If a team is cited for violating safety rules, the team will forfeit the results of it's most successful shot in that competition (longest shot in the distance competition or the closest to the target during accuracy competition), not necessarily the results of the current shot. A serious or flagrant violation may be cause for disqualification for the remainder of the competition.

16. All machines must be setup in the assigned areas. Teams will be given notice of this area well in advance. No excuses will be entertained for a team not being in there assigned spot (on game day);said team will be required to move. The site selected for each machine must allow free and clear access surrounding the machine.
17. All machines and equipment used by the chunkers must be removed from the field within two (2) hours after the Pumpkin Chunkin event.
18. Field clean-up will be carried out by volunteers, and teams are asked to contribute to the clean-up effort. The ground area of the pumpkin landing sites will be surveyed by the Alcona County Fair Staff to ensure complete clean-up.

Competition Scoring

1. There will be two different categories being judged: distance and accuracy. Each team will be given three (3) shots during each part of the competition. The best score for each of these categories will be used as the final score.
2. Rounds for the distance competition will be completed first. Each team will have three (3) shots to launch in this category and will be ranked in order of longest shot.
3. Rounds for the accuracy competition will be completed second. On the day of the competition, a target will be set between eighty (80) and one hundred twenty (120) feet forward from the firing line. Each team may request a distance measurement from there firing station to the target. Teams will have three (3) shot attempts to land a pumpkin as close to the target as possible. Distances will measure radially from the center of the target.
4. Each time an alteration is made to the machine between throws (including, but not limited to: inclusion of additional counterweights, alteration of firing mechanism, etc.), Then team must alert the competition organizers as well as the safety committee because of the possible ramifications on round scoring.

Safety Rules

1. **No compressed air, combustion systems, or explosives may be used.**
2. The Safety Rules Committee has the final say on consequences if rules are broken. Decisions will be relayed to the team captain. There will be **ZERO TOLERANCE** for those who break safety rules.
3. Machines may not chunk until the safety committee inspects and deems them safe by the Pumpkin Chunkin Safety & Rules standards. Any alterations after inspection will require another inspection before firing. The safety committee may ask the team captain to test-fire their machine during inspection to ensure the machine is safe enough to compete.
4. Cease-fire: No machine may fire after a cease-fire has been ordered. If a machine is primed at such time, contact the safety committee, so it can be safely discharged. All team members must follow the instructions of the safety committee.
5. The safety committee reserves the right to request a team captain dismantle any portion of his or her team's machine to inspect for rule violations.
6. All team captains must sign the field roster stating that they have received, read, and understand the rules of the Pumpkin Chunkin. This sheet will be on the field and will be kept by the head of the safety committee. If the sheet is not signed, the team cannot chunk.
7. Only spotters and Safety and Rules Committee members will be allowed on the landing field. No team members or spectators will be allowed forward of the firing line during the competition. There will be a minimum perimeter of 30 feet maintained around the expected downrange landing site of the pumpkins.
8. Any machine found to have structural defects will be prohibited from chunking until repaired and re-inspected by a member of the safety committee.
9. Eye protection must be worn by all fire line personal in the pit when firing; each team captain will be responsible for ensuring that his/her team complies with this rule,
10. All cable and cable clamps must be sized and installed properly. Any shackles on a machine must have a safety tie on the pin to prevent them from loosening.
11. All machines must be cocked by no more than four (4) individuals. No more will be permitted within ten feet of the machine while cocking and firing.
12. All catapult and trebuchet machines must have a safety strap or mechanism to hold the throwing mechanism in case of a misfire.
13. Team Captains are responsible for clearing the area around and behind the machines during cocking and firing procedures. The Safety and Rules Committee is responsible for clearing the downrange area of the field of all people. A team will not be allowed to fire its machine until the area around and behind the machine is deemed clear by a safety officer.

14. An air horn or sounding device must be blasted before each team's toss. All teams are required to have such a device.
15. The Safety Rules Committee and competition organizers will arrange time on a day within the week preceding the event to provide a preliminary inspection. Each team will be told if the machine in its current state would pass a safety inspection; if the machine would not pass, the team will be told what changes are required so that it would pass inspection. The committee can also perform the force that will be done on the day of the event to check compliance with rule "Machine Rules - 6" upon request.

Machine Rules

1. Machines must fit in a 8' X 10' rectangle when in a cocked position.
2. At no time can the machine be larger than 8'x10'.
3. As per "**Safety Rule #1**", no compressed air, combustion systems, or explosives may be used.
4. No machines may use any external power source.
5. Human power is not considered an external power source, and is permissible provided the safety of the operator is not jeopardized by the firing mechanism (e.g. directly behind a swing arm). Human power may not be used to generate more than 250lbs of potential energy, and any human-powered devices must be pre-approved by the safety committee.
6. Machines cannot be fired while on tires or wheels. All tires and wheels must be removed. If the axle cannot be removed, then the machine frame must be properly stabilized and anchored to the ground.