

Punkin' Chunkin' Safety Rules and Procedures

Rules

1. Devices may not use flammable, explosive, or compressed fluids to fire their projectiles.
2. Devices may not have an estimated range greater than 200 yards (based on in-class calculations).
3. Use only the standard projectiles (pumpkins or marshmallows). You may not use any other projectiles (e.g. duct tape).
4. Devices for the competition must be student-built. Students may not use store bought items during the competition. However, with pre-approval, students may bring in store bought devices for exhibition only.

Procedures

1. The teacher must inspect each device before any shots are fired (EVERY TIME).
2. Only one device may fire at a time.
3. Before each shot, you must call "FIRING, ALL CLEAR." followed by "3-2-1 FIRE." Make sure the range is clear before firing any shot.
4. Measure the distance of the shot from the center point of the device to the first impact crater of the pumpkin. Measure the distance in paces regulated by a field official.
5. Each device must fire a minimum of three shots. The best of the three shots is the final score for the device.
6. Cleanup after the event is MANDATORY for all participants. Participants must clear the field of all debris and tamp any damage to the ground surface.
7. The top three distances in each division will receive an award.