

Pumpkin Chucking Contest *Rules and Regulations*

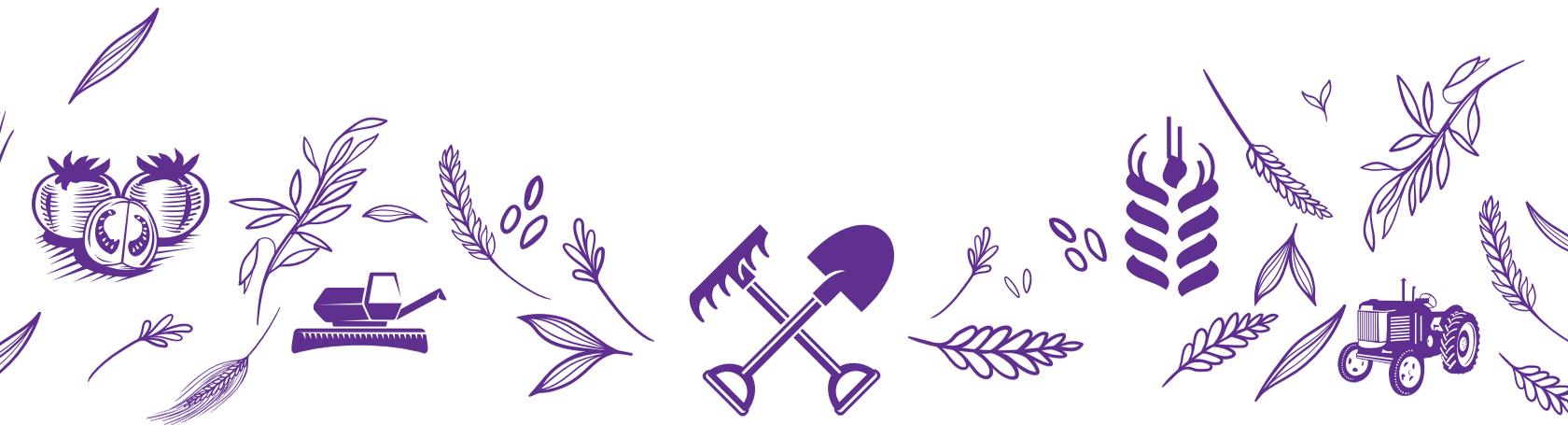
Adapted from the ASME 2015 Rensselaer Student Rules and Regulations V2.1



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International Plowing Match & Rural Expo

Concours international de labour
et exposition rurale



Rules were developed in consultation with Induspec Engineering.
Competition will run with support from Leisure Farms



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 International Plowing Match & Rural Expo (IPM) Staff.
3. All teams must submit a team roster to the Safety and Rules Committee by the day prior to the actual event. Details will be available on the IPM website
4. Rules are subject to revision at the discretion of the safety committee. All team captains will be notified of changes by email, and teams will be held to the standards of the highest rules revision, which will be kept current on The IPM website.
5. A trophy will be awarded to the team that places the highest in the event.
6. There is a limit of 6 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 6 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 between 9 am and 10:00 am the day of the event. Any safety flaws or potentially disqualifying issues will be pointed out to the team so that they may be corrected for the event. See item “**Safety Rules: #5**” 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 fired 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 afterward.
10. No part of the machine shall cross the firingline.
11. Pumpkins are not to be altered in anyway.
12. Pumpkins will weigh ~5lbs, but this value is subject to change depending on the availability of pumpkins.
13. Pumpkins will be provided by the competition committee. The difference in weight between the largest and smallest pumpkins will be approximately 1 lb.
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 is chucking 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 its most successful shot (the closest shot to the target for the 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 set up 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 their assigned spot (on game day); said team will be required to move. The site selected for each machine must allow clear and free access surrounding the machine.
17. All machines and equipment used by teams must be removed from the field within(2) hours after the Pumpkin Chucking event. There will not be disposal provisions in place for Chucking apparatus. You must take your apparatus home with you!
18. Field clean-up will be carried out by volunteers, and teams are asked to contribute to the cleanup effort. The ground area of the pumpkin landing sites will be surveyed by The IPM Staff to ensure complete cleanup.



Competition Scoring

1. There will be one category being judged: Accuracy. Each team will be given three (3) shots during the competition. The best score will be used as the final score.
2. On the day of the competition, the leading edge of a target will be set at eighty (80) feet forward from the firing line. The target will be a rectangular tarp 12' x 16' – with the 12' dimension set parallel to the firing line. Teams will have three (3) shot attempts to land a pumpkin as close to the centre target as possible. The centre of the tarp will be indicated. Distances will measure radially from the centre of the target.
3. 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.), the team must alert the competition organizers as well as the safety committee because of the possible ramifications on round scoring.

Machine Rules

1. Machine must fit in 6'x6'x6' cube when in a cocked position.
2. At no time can the machine be larger than 12'x12'x12'.
3. As per “**Safety Rules #1**”, no compressed air, combustion systems, or explosives may be used.
4. Machines must be carried/wheeled into place, and may not be driven onto the competition field. The machine must be stable as to not impact or destroy the ground.
5. No machine may use any external power source.
6. 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 as determined by the safety committee. No operator may be located within the firing plane of the mechanism (e.g. directly behind a swing arm). Any human-powered devices must be pre-approved by the safety committee.
7. No slings can be used.



Safety Rules

- 1. No Compresses air, combustions systems, or explosives may be used.**
2. The Safety and 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 chuck until the safety committee inspects and deems them safe by the Pumpkin Chucking 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 safety committee.
5. The safety committee reserves the right to request a team captain dismantle any portion 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 Chucking. This sheet will be on the field and will be kept by the head of the safety committee. If the sheet it is not signed, the team cannot chuck.
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 chucking until repaired and re-inspected by a member of the safety committee.
9. Eye protection to be worn by all fire line personnel in pit when firing; each team captain will be responsible for ensuring that his/her team complies with this rule.
10. All cables 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 able to be cocked by no more than two (2) individuals. No more will be permitted within ten feet of the machine while cocking and firing.
12. All catapult machines must have a safety strap or mechanism (ie. Locking pin to ensure the trigger cannot be released) to hold the throwing mechanism - in case of misfire when loading. Team members are all responsible for making sure everyone stays clear of the machine in case of a misfire.
13. Team Captains are responsible for clearing the area around and behind their machines during cocking or 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 – **supplied by each team** - or sounding device must be blasted before each team's toss.