



On the Sat 2nd Nov 2019, Avon Valley Adventure and Wildlife Park will host their first-ever Pumpkin Chunkin Competition. This is an open event and anyone may enter allowing they conform to the rules below. Each category had a CASH Prize of £500 (£250 per comp) which will go to the winning teams.

For 2019 we are opening the competition up to 10 teams. If you would like to register please email Douglas@avonvalley.co.uk with the email subject title 'Avon Valley Pumpkin Chunkin 2019'. Your team will need to pay a £50 fee to secure your place, which will be returned on the day of entering.

Happy designing and building!

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 Avon Valley Adventure & Wildlife Park and will provide the judges and spotters to score the competition and will assist the Safety and Rules Committee.
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 email, and teams will be held to the standards of the highest rules revision, which will be kept current on Avon Valley 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 at 10 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: #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 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 firing line.
11. Pumpkins are not to be altered in any way.
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 <1lbs.
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 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 its most successful shot in that competition (longest shot during the distance competition or the closest shot to the target during 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 chunkers must be removed from the field within (2) hours after the Pumpkin Chunkin event (Aprox 5pm).

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 Avon Valley Staff to ensure complete cleanup.

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 (50m) and one hundred twenty (80m) forward from the firing line. Each team may request a distance measurement from their 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.), the 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 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 chunk until the safety committee inspects and deems them safe by the Punkin 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 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 Punkin Chunkin. 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 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 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 and trebuchet machines must have a safety strap or mechanism 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 or sounding device must be blasted before each team's toss. If the team does not have such a device, the safety committee will provide one.

Rules

1. The machine must fit in 8'x8" square when in a cocked position.
2. At no time can the machine be taller than 20' or wider than 20' including all machine parts.
3. As per "Safety Rules #1", no compressed air, combustion systems, or explosives may be used.
4. Machines must be carried into place (or assembled on the pitch), and may not be driven onto the competition field unless using a trailer to deliver the machine. The machine must be stable as to not impact or destroy the ground. (we have a forklift on site that can be used to lift machines into place.)
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 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).