

Catapult Challenge Rules

1. There will be two divisions for the challenge based on the materials the unit uses to construct their catapult: Natural and Man-made.
 - a. A catapult will be deemed to be a natural catapult if it meets the following criteria:
 - i. The structural pieces of the catapult are made from wood that is normally found in a wooded area. The wood must not be prefabricated like lumber that could be bought at a store (i.e. 2x4s, plywood, particle board, etc.)
 - ii. The structure is held together by rope made of natural fibers (i.e., manila, sisal, etc.)
 - iii. Only synthetic material that can be on the rope is at the ends used for whipping.
 - b. A catapult will be deemed to be a man-made catapult if it does not meet criteria for a natural catapult.
2. The material that will hold the projectile may be made of any material.
3. If a catapult is built in the style of a trebuchet, the launching apparatus (holder, pin, and rope) can be synthetic and still be considered natural.
4. All catapults must have the unit number displayed on their catapult. Any material can be used.
5. Maximum number of youths that can be in contact with the catapult is 6.
6. NO adults may touch the device during the competition.
7. Farthest throw wins.
 - a. Each unit will have two (2) chances to throw a projectile (provided by the camp) as far as possible.
 - b. Farthest throw counts regardless of if they unit takes their second shot.
 - c. If the catapult falls apart after the first throw, the unit can attempt to re-assemble. But the second throw must be in the same spirit of the catapult competition.
 - d. 1st, 2nd, and 3rd place will be awarded in each category.
8. All units must remove their catapults from competition field by the next assembly.
 - a. Any material left over at the next assembly will forfeit their results.
 - b. Catapult materials cannot be thrown in the dumpster. Doing so will forfeit their result.
 - c. Materials can be donated to the camp at the Scoutcraft shelter with the permission of the Scoutcraft Director.
9. All decisions made by the staff are final.