



## OKOTOKS OPTIMIST CLUB (OOC) PUMPKIN CHUNKIN

### GENERAL RULES

1. No alcohol or cannabis allowed on the site or any of the premises.
2. No glass bottles permitted on the site or any of the premises.
3. No pets allowed on the Firing Line. Any pets in the Participant Pits or public viewing area must always be on leash and under control.
4. All persons entering the Participant Pits must sign an OOC Liability Release Form. All persons entering the Firing Line during competition must wear Firing Line pass.
5. Those not authorized to enter the field, Participant Pits, or Firing Line must always stay confined to the public viewing area.
6. All youth in Participant Pits and Firing Line must always be under adult supervision.
7. All participants shall always follow the OOC Pumpkin Chunkin rules or their teams will be penalized or disqualified. Penalties may include disqualification of a single chunk, the longest chunk of the competition, total disqualification, or other punishment deemed appropriate by OOC officials. Infractions that jeopardize the safety of yourself, your fellow chunkers, spectators, or visitors will not be tolerated.



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### DETAILED RULES

1. All pumpkins fired must remain intact until they impact the ground to obtain an official measurement.
2. No part of the machine shall cross the firing line.
3. No wadding (including bean chaff, straw, foam, metal, or any other material or objects).
4. No explosives are allowed.
5. Pumpkins are not to be altered in any way, excluding OOC marker paints. All pumpkins must be in their natural state. Pumpkins fired from machine during competition will be measured from the survey team designated point of measurement. Your pit # may be written on your pumpkin (this is strongly recommended) to help in the identification in the landing zone.
6. Only authorized OOC volunteers are allowed down range of the firing line.
7. Firing line pit boss rules the range.
8. All rules are subject to change at any time by the OOC.
9. All machines must be able to fire within (3) minutes. Machines in Human Power classes are given two (2) minutes to cock the machine prior to being put on the three-minute clock. Every attempt is made to give advance warning of at least 20 minutes so that teams can ready themselves for being put "on the clock" by the Firing Line Boss; however, it is the responsibility of the Captain to be aware of the progress of the competition and be prepared when it is their team's time to chunk. Teams not capable of chunkin within the three minutes may be pushed to the back of the line or lose their shot entirely.
10. If a team's shot is unable to be found by the OOC spotters in ten (10) minutes, it will be declared a "Lost Pumpkin" by the Firing Line Boss and will not be counted if found later. The Firing Line Boss will give the Team Captain the option to either forfeit the shot or take a make-up shot. For this instance, teams

- should always have an additional pumpkin ready. The Firing Line Boss will decide when the make-up shot will occur and whether the machine needs to be repositioned prior to making the make-up shot.
11. The champion Pumpkin Chunkin team will be the team who achieves the longest measured distance with an 8-10 pound pumpkin during the annual event, regardless of class entered. All other first place winners are champions of class entered.
  12. It is the responsibility of the prior year's champion to return the traveling trophy to the current year's OOC Pumpkin Chunkin event. The trophy must be maintained, kept in good condition, and exhibited in good taste.
  13. The OOC is not responsible for any equipment needs you may have once on the field. If you need equipment to set up, operate, or disassemble your machine, you must make those arrangements prior to the event. Teams are not allowed to borrow or operate equipment rented or owned by the OOC for insurance purposes.
  14. All machines must be set up in the assigned areas and aimed in assigned direction. You will be given notice of this area well in advance. Firing order will be determined randomly. No excuses will be entertained for not being in your spot (on game day). You will be required to move.
  15. All machines and equipment used by chunkers must be removed from the field within (2) hours after the OOC Pumpkin Chunkin event. Teams will be responsible for all towing and storage expenses for machine and equipment left on the field after the deadline. No team may register for competition if fees for a prior year's event are still owed to OOC.
  16. Machines that will need to exit the field prior to the end of competition will need to notify the Firing Line Boss that they wish to remove their equipment. The OOC reserves the right to deny any request until after the competition has ended if safety would be compromised.
  17. Team Captains must have signed acceptance of rules sheet before machines can be inspected. Machines may not chunk until the OOC has inspected and approved them to be in compliance with OOC Pumpkin Chunkin rules. Any alterations after being inspected will require another inspection to be able to fire. The OOC may require the following tests or other tests deemed necessary to ensure the machine is safe for OOC Pumpkin Chunkin competition:
    - a. Firing or "dry firing", without pumpkin loaded, of the machine.
    - b. A fully cocked stress test (approximately 15 minutes in duration).
    - c. Disassembly of part or the entirety of the machine as needed to verify structural integrity, safety, and operation.
    - d. A liquid penetrant test may be necessary on questionable areas, including structural or vessel areas.
  18. If a ceasefire is declared by the Firing Line Boss, no machines shall fire under any circumstance. Firing Line Boss will announce cease fire signaling device at the morning safety meeting. If a machine is unable to be discharged or unloaded, OOC Safety Officials must be alerted so that arrangements to fire the machine safely may be made.
  19. All team members and/or Captains are to contact Safety Official before climbing any machine during competition and must have clearance from the safety committee. No one is to climb any machine while cocked, elevated, or in a dangerous situation. Teams using ladders to assemble, load, repair, or dismantle equipment must have a spotter to hold the ladder and/or tie off to the ladder to prevent injury. Teams are required to use a safety harness when climbing over ten (10) feet above ground.
  20. The OOC reserves the right to request a team Captain to dismantle his or her machine to inspect for foul play at any time.
  21. All team Captains must sign the field roster stating that they have received, read, and understand the rules of the OOC Pumpkin Chunkin competition. This sheet will be on the field and given to the Firing Line Boss. If it is not signed, you do not chunk. All team captains must attend the Captain's meeting and sign in or they forfeit the chunk.
  22. Only OOC spotters will be allowed on the landing field. Each spotter must sign in and out at designated area. All spotters on motorized vehicles will operate their vehicles responsibly at their own risk.
  23. Any machine found to have structural or safety defects including, but not limited to, weld fractures, deformation of structural members, supports or support systems, will be required to make appropriate repairs and be re-inspected prior to any further pumpkin chunkin. Team Captains will be responsible for design safety. OOC safety inspectors check for adherence to general rules and safety and are in no way

- responsible for design or workmanship of entry.
24. Backstops are required for all machines capable of firing backwards regardless of that machine's previous performance. Teams may make their own backstops for the chunk, but they must be constructed to an OOC approved design standard and will be inspected as part of the machine's safety inspection. Any machine inspected on the field or approved in advance as "not able to fire backwards" will be exempt from this requirement. Machines marked for backstops that fire without one will be disqualified from the chunk and asked to leave. This includes anytime they fire while on the field.
  25. Small holes for stabilizers will be permitted, subject to the hole being filled, tamped, and topsoil replaced before the team leaving pit area. It is your responsibility to keep pedestrians from falling in your hole. Leave no trace!
  26. Hard hats and eye protection are to be worn by all fire line personnel in pit when firing at any time – competition or not.
  27. Each machine must have a fire extinguisher mounted to machine and a First Aid Kit in plain view clearly marked for all to see.
  28. All cables and cable clamps must be sized, installed, and torqued properly to the manufacturer's recommendations. All shackles on a machine must have a metal safety tie on the pin to prevent the pin from loosening.
  29. Lag bolts shall not be permitted in load bearing applications. Lag bolts are considered low end load bearing components and will not be approved in any application where stress can fatigue the lag or the hole made for it. The approved method of attachment is with carriage, shoulder, or hex head bolts with washers and backing plates, which shall be a minimum of SAE Grade 5 (or Metric 8.8 Class) with lock nuts of similar design.
  30. All winches and/or cocking devices must have safety cages. Winch operators must be protected at all times when cocking their machine or throwing device. This is for any team member who is placed in the hazard zone during winch operation for protection against failure of winch components and cables. The safety cage shall be installed in such a manner that it will not deflect in any direction whatsoever when manual force is applied.
  31. Winch cables must be in good condition and have a brake installed such that a failure of machine during cocking does not cause uncontrolled spinning of the winch.
  32. All catapult and trebuchet machines must have a safety strap or mechanism to hold the throwing arm or boom in case of misfire when loading. You are responsible for making sure everyone stays clear of your machine in case of a misfire. Personnel handling ropes or cable must wear gloves such as a sailing or repelling type to prevent burns.
  33. Team Captains are responsible for clearing the areas around and behind their machines while cocking or firing machines at all times.
  34. All machines must be fully relieved before being loaded.
  35. No machine may fire or discharge without sounding a horn three (3) times. It must be clearly audible to spotters and satisfy the Firing Line Boss and Firing Line Boss will tell Team Captain when to fire.
  36. To avoid costly time and ensure streamlined safety inspections, it shall be the responsibility of the Team Captain, when calling for the inspection, to ensure that the machine in question is fully ready to fire. Failure to follow this rule will automatically place the team at the bottom of the inspection list. For the purposes of this rule "ready to fire" shall be defined as the machine fully assembled, Team Captain present, all safety devices functional and engaged where required, and all pertinent safety equipment in the assigned pit area available and ready for use. Team Captain must also have Rules Acceptance sheet in hand.



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### TEAM CAPTAIN'S RESPONSIBILITIES

1. Captains responsible for alcohol consumption of team members in pit areas and are responsible for team members sobriety on firing line. No alcohol allowed on firing line and zero tolerance is enforced.
2. All Team Captains are responsible for all team members' actions. ALL RULES must be followed. The Rules and Safety Committees will decide discipline action for violators depending on severity of the violation. A zero-tolerance policy will be in force.
3. Captains are responsible to make sure all team members always wear badges. Maximum number not to exceed seven firing line passes. Firing line passes and personal protective equipment must be worn whenever entry is to be fired. Captain is responsible for all firing line pit team member's attention to surrounding conditions. Cell phone use not recommended (emergency use only).
4. Captains must adhere to Firing Line Boss, safety, and security commands
5. Captains must attend and sign in at morning safety meeting. Captain must be on sign in sheet to be allowed to shoot that day.
6. Captains must make sure backstops (when necessary) and personal protective equipment are worn when shooting.
7. Captains responsible for design and workmanship of entry and must point out any changes to safety inspectors. Safety inspectors are not responsible for any mishaps. Their job is strictly to inform captains of any rules and safety violations. Inspectors are not responsible for design flaws. Captains are responsible for correcting violations before entry inspection will be allowed. (See safety rule #18).
8. Captains are responsible for litter control of assigned pit area to include area to spectator fence.
9. Captains will be required to inform Firing Line Boss of longest shot machine has accomplished, type, and color of pumpkin being used, so spotters can be safely positioned.
10. Captains responsible for firing line pit area and clearance of range before firing entry.
11. Team Captain must request any firing line accommodations at registration (i.e.: sharing air supply). Longer shooters will be placed by field set up to facilitate spotting, range distance, and firing line timing.
12. Captains must leave pit area clean of litter and in good condition.
13. Captains will inform inspectors if shots are to be measured or not. All entries must meet the same safety standards. Inspectors need to know for proper labeling. All three (3) competition shots must have same designation.



## OKOTOKS OPTIMIST CLUB (OOC) PUMPKIN CHUNKIN

### CLASS-SPECIFIC RULES

Machines entered into the OOC Pumpkin Chunkin competition are separated into various classes to ensure a high level of competition, both for the overall championship as well as for victory in a particular class. Machines may be classified according to machine type, age group, or other criteria.

Every machine may enter only one class. Teams with multiple machines on the same vehicle or trailer may enter them separately and in separate classes if necessary, but the machines must not share major components (springs, arms, pressure vessels, etc.) and each entry must be paid for individually.

**CATAPULT CLASS**

- Machine shall be powered by stored energy of springs, cords, rubber, dead weights, or other mechanical means.
- A mechanical device may be used to cock machine.
- These machines require backstops and must be approved during inspection.

**TREBUCHET CLASS**

- Machine shall consist of swinging or fixed counterweights.
- A mechanical device may be used to cock machine
- These machines require backstops and must be approved during inspection.

World records are below:

<b>Machine class</b>	<b>Distance (feet)</b>	<b>Distance (km)</b>	<b>Year</b>
Adult Air	4,694.68	1.43	2013
Adult Torsion	3,636.39	1.11	2011
Adult Catapult	3,508.00	1.07	2016
Adult Centrifugal	3,245.58	0.99	2013
Adult Trebuchet	2,835.81	0.86	2013
Adult Human Powered	2,048.52	0.62	2013