

**2015 Narragansett Council
Fall Camporee**

“Punkin' Chunkin'”



October 23-25, 2015
Cachalot Scout Reservation
Plymouth, MA

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Fall Camporee
Punkin' Chunkin'**

When: October 23-25, 2015

Where: Cachalot Scout Reservation
Plymouth, MA
Directions can be found at Narragansettbsa.org

Cost: **\$10.00** per Scout or Scout Leader

Competitions: Punkin' Chunkin' Accuracy Competition.

NOTE: These specifications and rules which follow are subject to change. Any changes will be published as soon as possible. If any changes are made, they will be made primarily for clarification or safety reasons.

Any questions may be directed to Mike Brown at mibrown@scouting.org or George Defond at gdefond@aol.com

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Check-in

All units must check-in upon arrival. All units shall submit a roster of all participants and note the location where in camp that they have set up their camp. A roster sheet is included in this package.

Parking

Units will be allowed to unload their vehicles at or near their camping sites, but must move all vehicles back to the parking lots unless field conditions are muddy. You will get the opportunity to unload the supplies to build your trebuchets at your assigned spot on the field as well.

For each vehicle, units will be given a form on which will show their unit number on and are asked to put this form on the dashboard of each vehicle. This will aid event staff in contacting the driver should the car need to be moved or any other problem arises.

First Aid

First Aid will be the responsibility of each unit.

Campfires

All campfires must be restricted to the fire pit in your campsites.

Trash – There is a dumpster near the parking area.

Saturday Night Campfire

Troop 1 Manville will be the host troop for this event. Units should turn in info as to what skit or song they will be doing at the Saturday Night Campfire to their designated campfire leader.

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A trebuchet was a type of machine that was used during medieval times to destroy castle walls during a siege. Using principles of gravity and levers, they were capable of hurling large stones a great distance. Your unit is challenged to design and build a trebuchet and hurl pumpkins at our castle wall. Competitions will be held for accuracy and distance.

Please read the following specifications and rules carefully when planning your trebuchet design. All trebuchets will be inspected prior to competing.

Each Troop may enter 1 or 2 trebuchets. This is due to limited space in the field

Specifications and Rules

- All trebuchets must arrive disassembled, and built by the Scouts the morning of the event. Judges will be watching to be sure the Scouts are doing the bulk of the work, with guidance from adults, for safety.
- Maximum frame height – 6 feet from the ground to the pivot rod; maximum frame length – 8 feet; maximum frame width – 6 feet. Your trebuchet may be smaller than the maximums. Note: all trebuchets will be measured after they are built.
- The trebuchet throwing arm may not exceed ten feet in total length. The length will include all mechanisms and adhered weights. This will be a tip to tip measurement.
- The trebuchet must be made of wood logs and lashed together – NO LUMBER. It must be assembled on site by Scouts. Wooden pins may be used to help secure the machine parts, but lashings must be used. The use of metal bolts, screws and nails is prohibited, except as noted below.
- All trebuchets must have a safety mechanism
- The following parts may be made of metal:
 - The pivot rod
 - Sling release mechanism on the tip of the throwing arm
 - The safety mechanism
 - Attachments such as U-bolts for attaching the throwing arm to the pivot rod.
 - The firing mechanism
 - Chains connecting the counterweight to the throwing arm
- The sling can be made of any material.

- The trebuchet must be powered by counterweights. No mechanical devices, such as, but not limited to, hydraulics, air rams or cylinders, springs, bungee cords, or slingshots will be allowed. The power of the trebuchet must be produced by a counterweight.
- For safety reasons, the firing mechanism must be a remote firing mechanism. The firing mechanism must allow the Scout firing it to be at least ten feet away from the trebuchet when it is fired.
- Counterweights must be fixed to the device in a manner that will keep them from coming loose upon firing. Five gallon buckets filled with loose items may not be used in the counterweight. This is purely a safety concern.
- If the trebuchet breaks during a competition, it cannot be repaired for the competition unless the repair can be done within a few minutes.
- Each unit must provide no fewer than 5 pumpkins in the 3lb to 5 lb range for the competition. You will need 3 to 5 of them for the competition.
- At any time that the trebuchet is being set to fire and during firing, there must be two unit adults at the trebuchet. Scouts, however, must do all operating of the trebuchet.
- At no time shall anyone be in the firing range without permission of the range officer.

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Failure to comply with these specifications will result in disqualification from the competition.

The Accuracy Competition

- A “castle” will be placed 75 feet from the firing line. The trebuchet may not be moved closer, but may be moved further back if needed.
- The projectiles to be used will be pumpkins, five to seven inches in diameter and weighing about three to five pounds. These pumpkins will be supplied by the units. BYOP.
- Each trebuchet will be allowed up to five shots at the target. Points will be counted from the best three shots.

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Friday, October 16

4:00 PM Registration/check-in begins
Units set-up campsites

9:00 PM Leader meeting (SMs and SPLs) and cracker-barrel

Saturday, October 17

7:00 AM Units may begin assembly of their trebuchet

9:00 AM Opening Ceremony

11:30 AM Trebuchets assembly must be complete. All Trebuchets will be inspected and measured.

12:30 PM Lunch break and trebuchet test launches

1:00 PM Trebuchet competition begins

5:00 - 7:30 PM Dinner

8:00 PM Campfire & closing

Sunday, October 18

Overnight units break camp

