

The competition will be judged on the following criteria:

1. Distance

Each Troop will be allowed 3 launches towards the farthest distance competition.

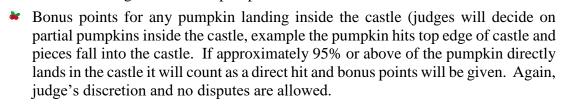


Best distance will be kept; scoring will be based on length of throw down a marked line minus the distance that the pumpkin diverges from that line. Example, a troop launches a pumpkin 20 feet down but veers off the marked line by 7 feet. The resulting score will be 13 feet (20 - 7 = 13).



Each patrol will be allowed (3) launches towards the castle.

- ➤ A "castle" will be placed 75 feet from the firing line. The trebuchet may be moved within the provided boundaries to adjust as needed in between launches.
- Points will be given for each pumpkin that hits the castle.



3. Design

- Points will be given for trebuchet/catapult designs using lashings, timbers, and other pioneer type features.
- Points will also be given for Troop and BSA decorations.
- Points will be given for best Trebuchet/Catapult Design.
- Points will be given for best Safety practices for Trebuchet /Catapult competition.

4. Scout Spirit

- Points for best team work
- Points for team presence
- Points for team spirit

5. Best Overall

Top three scores from troops will be awarded for the overall competition.

