

# Catapult Challenge

## HURLING OF A TENNIS BALL

One of the exciting competitive events at The Dragon's Quest is the Catapult Challenge.

Patrols will compete for the ultimate prize, "Champion of the Catapult Challenge". This competitive event tests the lashing, knot tying, and design skill of each scout and their Patrol. This is a fun and exciting event. There are several **RULES** and **REGULATIONS** that each Patrol must abide by or risk being disqualified and unable to compete.

**RULE #1:** There will be TWO divisions in this year's event, a Natural Material division, and an Open division. Rendezvous staff will determine which division each catapult will compete in.

**RULE #2:** Catapults with any material that is not a Natural (earth) material will be placed in the Open division. These materials include but are not limited to: pulleys, springs, wire, metal of any type, or any man made fabrics, except as permitted below. The use of any prefabricated or manufactured material will place a catapult in the Open division. Only the launching device (i.e. bowl, towel, etc.) and the troop identification may be a non-natural material.

**RULE #3:** Scouts are to construct the entire catapult from beginning to end. Leaders may give guidance but are not to assist in tying lashings or participate in any other construction of the catapult. This is a Scout competition.

**RULE #4:** NO materials will be given to units upon arrival at Camp. Units should have all the materials needed to construct their catapults or have the catapult already constructed.

**RULE #5:** Each Unit will have two opportunities to launch an object as far as possible.

**RULE #6:** No more than eight Scouts may be touching the Catapult at the time the launch is attempted. This will enable a more competitive and equal event among both large and small troops.

**RULE #7:** Each unit must identify their Catapult with at least their Troop # and Patrol name. This will allow the staff to identify each catapult and each unit participating.

**RULE #8:** Each unit is expected to remove all parts of their catapult and discard of it properly. Remember, Scouts leave things better than they found them. Any unit that does not clean their area will be disqualified from any and all recognitions/awards. Catapults or catapult materials may not be placed in the dumpsters.

**RULE #9:** Neither slingshots nor trebuchets will be allowed in this competition.

**RULE #10:** Troops must construct a "NEW" catapult and not reuse a previously constructed catapult. This event is intended to build teamwork, imagination, and design.

**RULE#11:** The King's staff will judge the catapult competition. All rulings by the staff are final. If your unit is disqualified for any reason, you may be allowed to participate, however your unit will not be competing for recognition/awards.

