

Burlington Pumpkin Pitch 2007

Adult Open Class (18 and older)

1. Pumpkins must weigh between 8 & 10 pounds.
2. Pumpkin must leave the machine intact.
3. No part of the machine shall cross the firing line.
4. No "wadding" (including bean chaff, straw, foam, metal, or any other object, or foreign matter).
5. Motorized winches and/ or other cranking devices may cock the machine

Youth 11-17 Open Class

1. Pumpkins must weigh no less than 4 pounds
2. Pumpkin must leave the machine intact.
3. No part of the machine shall cross the firing line.
4. No "wadding" (including bean chaff, straw, foam, metal, or any other object, or foreign matter).
5. Machines may have adult *assistance* on the design and building.
6. Machines must be assembled, loaded, and fired by children of the proper age group under full adult supervision
7. . Motorized winches and/ or other cranking devices may cock the machine.

Youth 10-Under Open Class

1. Pumpkins must weigh no less than 2 pounds.
2. Pumpkin must leave the machine intact.
3. No part of the machine shall cross the firing line.
4. No "wadding" (including bean chaff, straw, foam, metal, or any other object, or foreign matter).
5. Machines may have adult *assistance* on the design and building.
6. Machines are expected to be set up and fired under full adult supervision
- 7 . Motorized winches and/ or other cranking devices may cock the machine.

General Rules edited 2007

1. The Pumpkin Pitch Organizers reserves the right to combine any classes if there is a lack of participation. Any class that is subject to cutting will be contacted to see where they want to be moved. This will mean they must meet the full qualifications of the class they move to. All classes must have Three (3) entries in that class to open it to competition. If any Class is cut for the year it will need 3 entries to open it again in the future.
2. Machines can only enter one (1) class per machine. Teams entering two machines on the same trailer in the same class may do so; provided they do not share components and they pay for both entries.
3. All Machines must be able to fire within five (5) minutes after its cocked. Human power will get an additional two (2) minutes to cock the machine. (Keep in mind that depending on the amount of machines entered, you will be in a shooting order, we will have a firing line boss to keep the machines informed as they come down the firing line.) Any machine not able to fire when the pit boss decides your five (5) minutes are up will forfeit that round. NO EXCEPTIONS! Team captains are responsible for making sure they get their pumpkin weighed well enough in advance to ensure they have the time they need to set up. Any special needs or concessions about time needed for your machine should be brought up at the team captains meeting. The PPO and Pit Boss will try to work with you to ensure you the notice you need. Again, Team Captains are responsible for making sure your ready when it's your turn to chunk.
4. Pumpkins are not to be altered in any way, excluding PPO. Marker paints. All pumpkins must be in their natural state, you may remove the stems. You may bring your own pumpkins or you can use the pumpkins supplies by Frazier Farms for the event. ALL Pumpkins will need to be weighed during the pumpkin weigh in. Pumpkin Weigh in will be after the Captains meeting Saturday AM. You (one team representative) may pick 2 pumpkins, if after weighing those and you aren't satisfied with those 2 that you choose, you will get back in line and wait for your next turn.
5. All machines must be set up in the assigned areas given to you on Friday at Check-In. No excuses will be entertained for not being in your spot (on game day). You will be required to move.
6. Any machine that shoots out of the field of play will be disqualified and not counted as a throw. It will be counted as "pie". There is only 1800 ft of distance available at the Pitch.
7. When using an 8-10 lb. Pumpkin the longest distance of the event will be the **Champion of the Northwest Regional Pumpkin Pitch** and wins the overall Pitch regardless of class. All others first place winners are Champion's of class entered. There will be 1st, 2nd, 3rd awards given for each division regarding distance thrown.

8. There will be other categories and prizes awarded:
 - a. **Captains Award**-The Team captains will award the most “creatively designed” structure. The award will be based on the team the builds the most interesting, contemporary, historical, elegant, ugly, or eccentric pumpkin hurling machine.
 - b. **People’s Choice Award**-This award will go to the team that the spectators think is the most “put together”. Via costume, theme, color and style-with the best group presentation. They will vote during the Public Viewing time from 11am-Noon on Saturday.
 - c. **Machine Engineering Award**- This award will go to the team that gets the most distance out of their machine. We will divide the distance by the Counter Weight to decide.
 - d. **Team Sportsmanship**-This award will go to the team the Pumpkin Pitch Organizers feel was the best all around sport. Great attitude, paperwork completed on time, attended meetings, positive relationships with other teams, etc.
 - e. **Rookie of the Year**-Must be a first time entrant in this competition to be in the running for this award.
9. If you are disqualified for any round in competition for breaking, SAFETY OR REGULAR rules you will forfeit your longest distance not the distance of the shot you are being disqualified on.
10. Each team will be allowed 5 recorded tosses after the competition begins, after competitive throws are done, you may still toss. General and Safety rules still apply. Measurements are done by Skagit Surveyors for the 5 competitive tosses only. There is only room for tosses up to 1800ft in our range area.
11. Participants are prohibited from participating in any aspect of the competition while intoxicated or otherwise under the influence of drugs, alcohol, or illegal substances. **NO ALCOHOL IS ALLOWED IN THE PARK AT ANY TIME.**
12. All participating individuals must accept and sign a Damages and Injury Liability Waiver Form.
13. Machines may have as many team members representing them as desired, although only 6 at a time are allowed in the pit area due to limited space.

Safety Rules

1. All machine captains and teammates are to follow the Pumpkin Pitch Rules or you will be penalized or disqualified, depending on the nature of which rule is broken. If you are penalized, you will forfeit your chance to pitch in that round of competition if disqualified you will be referred to rule #9 of the General Rules. Major infractions that are deemed as challenging the safety of the chunk and/or others around your machine will be discussed during a quorum of Pumpkin Pitch Organizers and Safety Committee to decide on the actions to take. The results of the Quorum will be relayed to the team captain. There will be ZERO TOLERANCE for those who break safety rules.
2. The Pumpkin Pitch Organizers reserve the right to request a team captain to dismantle his or her machine to inspect for foul play.

3. All machines **must have a safety strap or mechanism to hold the throwing arm or boom in case of early fire when loading.** You are responsible for making sure everyone stays clear behind your machine, in case of a misfire. Personnel handling ropes or cable should wear gloves such as a sailing or repelling type to prevent burns
4. Make sure winches can handle the load and cables are in good condition. Make sure your release mechanisms are heavy enough to handle the load. Make sure you have an automatic brake or a dog lock on winch or cocking device.
5. NO CHILDREN under 16 will be allowed in the Pit Area.
6. Backstops will be required for any machine that can fire backwards (even if it never has done so). The Pumpkin Pitch Organization will provide backstops for teams to share (take turns firing). Teams may make their own stops for the chunk but they must be constructed to a WCPCA approved design standard. (Standard attached) 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. This includes anytime they fire while on the field-even during the "free for all" time.
7. Any machine found to have structural defects (weld fractures affecting the pressure vessel, load beams, firing pins, any load bearing members, supports or support subsystems) will be banned from chunking until repaired and re-inspected by a member of the safety committee.
8. Any grievance or protest needs to be sent to the PPO Trailer Headquarters to be addressed by the Pumpkin Pitch Organizers
9. All team captains must sign the field roster stating that they have received, read, and understand the 2007 rules of the Burlington Pumpkin Pitch. This sheet will be on the field and given to the pit boss, if it is not signed, you do not chunk
10. Machines may not chunk until the safety committee inspects and approves them to be safe by the PUMPKIN PITCH SAFETY RULES. Any alterations after being inspected will require another inspection to be able to fire
11. Hard Hats and Eye Protection to be worn by all fire line personnel in pit when firing
12. . Each Machine must have First Aid Kit in plain view and clearly marked for all people to see, but not on machine