



Snohomish Pumpkin Hurl - Rules 2010

1. The Pumpkin Hurl Organizers reserve 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.
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 number 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 Pumpkin Hurl Organizers and Pit Boss will try to work with you to ensure you the notice you need. Again, Team Captains are responsible for making sure you're ready when it's your turn to hurl.
4. Pumpkins are not to be altered in any way, excluding Pumpkin Hurl Organizers 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 supplied by Snohomish Festival of Pumpkin Farms for the event. ALL Pumpkins will need to be weighed during the pumpkin weight in. Pumpkin Weigh in will be after the Captains meeting Saturday morning. You (one team representative) may pick 2 pumpkins, if after weighting those and you aren't satisfied with those 2 that you have chosen, you will get back in line and wait for your next turn.
5. When using an 8-10 lb Pumpkin the longest distance of the event will be the **Champion of the Northwest Regional Pumpkin Hurl for Distance** and wins the overall Hurl regardless of class. All others first place winners are Champion's of Class entered. There will be 1st, 2nd, 3rd awards given to each division regarding distance thrown.
6. 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.
7. 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 will apply. Measurements are done by Professional Surveyors for the 5 competitive tosses only.
8. Participants are prohibited from participating in any aspect of the competition while Under the influence of drugs, alcohol or illegal substances. **NO ALCOHOL IS ALLOWED IN THE PITS AT ANYTIME.**

9. All participating individuals must accept and sign a Damages and Injury Liability Waiver Form.
10. Machines may have as many team members representing them as desired, however Only 10 are allowed in the pit at time of competition.

Snohomish Pumpkin Hurl Safety Rules 2010

1. All machine captains and teammates are to follow the Pumpkin Hurl 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 hurl in that round of competition. If disqualified you will be referred to rule #6 of the General Rules. Major infractions that are deemed as challenging the safety of the hurl and/or others around your machine will be discussed during a Quorum of Pumpkin Hurl 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 Hurl 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. Any machine found to have structural defects (weld fractures affecting the Pressure vessel, loan beams, firing pins, any load bearing members, supports or support subsystems) will be banned from hurling until repaired and re-inspected by a member of the safety committee.
6. All Team Captains must sign the field roster stating that they have received, read, and understand the 2010 rules of the Snohomish Festival of Pumpkins Pumpkin Hurl. This sheet will be on the field and given to the pit boss, if it is not signed, you do not hurl.
7. Machines may not hurl until the safety committee inspects and approves them to be safe by the Pumpkin Hurl Safety Rules. Any alterations after being inspected will require another inspection to be able to fire.
8. Hard Hats are to be worn by all fire line personnel in pit when firing. Eye Protection and First Aid Kit is recommended.