

# 2019 Bogoree Catapult Challenge Rules and Regulations

The most exciting event at the 2019 Bogoree will be the Catapult Challenge. On Saturday afternoon, each Order of Knights will compete to be named, “Champion of Catapults”.

This competitive event will test lashing, construction and design of each Knight and their Order. Although this is a fun and exciting event there are several RULES and REGULATIONS that each Order must abide by to be able to compete.

Catapults use tension, torsion, weights, levers, slings, gravity, kinetic energy (and other words you should have learned in physics class) to hurl an object. There are 4 main types of Catapults; Onager, Mangonel, Trebuchet and Ballista. The Ballista is like a large crossbow and is not allowed by Scouts, BSA Safety Standards. To be crystal clear, Ballistas are forever forbidden from the property.

It is encouraged for Catapults to look like Medieval weapons made of natural materials and not something built in a junkyard. For safety reasons man-made materials may be used, including but not limited to: pulleys, springs, wire, metal, bolts, nuts, screws, ratcheting devices, etc... however there will be a prize for “Coolest Catapult” that appears to be the closest to the period device.

1. It is the responsibility of the Duke or Duchess to make sure the building process and the Catapult is in safe working order before arrival.
2. This is not a “Punk’n Chunk’n” contest. It will not be for distance, but for accuracy. A stationary target will be placed **250-300 feet** away and each Catapult will have 3 chances to hit the target, so it is important to be able to make range adjustments.
3. Knights are to construct the entire Catapult from beginning to end. The Duke or Duchess may give guidance, but are not to assist in tying lashings or participate in any other construction of the Catapult. This is a Knight competition. (The use of power tools is the exception)

4. NO materials will be given to Orders upon arrival at the Bogoree. Orders must bring all the materials needed to construct, assemble and launch their Catapults. If you were to roll up to a castle
5. Orders need to BYOP, (Bring Your Own Projectiles). Only fruits or vegetables will be used as projectiles. The Sasquatch family, Moose and Buffalo that reside in the Bog will clean up the area. The projectiles must be free of stickers, wrapping, pesticides and anything you wouldn't eat. , Please be sensible and rinse pesticides and wax off.
6. Only 1 projectile may be shot at a time, not a shotgun strategy. Use sense when choosing, a grape is too light, a banana will wobble and a watermelon might be too heavy. Please test your Catapult by feeding the wildlife in your back yard.
7. The Catapult, including all its weights, arms, base, spare parts, tools, projectiles, etc... must be carried by no more than 8 Knights from the "Lodge Field" to the battlefield, near "Fire Rock" (carrying distance of approximately 200 feet). It may be carried as a whole unit or in pieces and assembled on the battlefield. If needed, Knights can set the items down to rest and pick them back up to continue, but from start to end it can take no more than 4 minutes to make the crossing.
8. The order of crossing will be determined by drawing a number out of a hat. Once crossing through hostile territory a Knight can't go back to help another. Knights can swap or adjust their loads as long as they make forward progression. For example;
  - Knight #1 carries a heavier load than Knight #2. If they walk side by side, they can set the objects down and switch loads, however K1 can't walk ahead, set his/her load down and go back to swap or assist K2.
9. Once all Knights cross to the set up location, anything dropped, lost, left behind, forgotten or stolen is just a memory and can't be used.
10. Orders with less than 8 Knights may use substitutes as agreed upon at the time of the event.

11. No wheels, mobility device or mechanical advantage for transport can be used. Items can't be rolled, dragged, thrown or teleported. Knights can't crawl, roll or slither. **Carry means carry!** Bags, back packs, stretchers, slings, baskets and carrying devices may be used as long as they don't touch or drag on the ground.
12. Once at the designated location the Catapult will be assembled by the Knights. The Duke or Duchess may supervise the assembly, but may not touch any part of the Catapult or its components, tools, spare parts or weights. Before use the Duke or Duchess and Battlefield Commander will inspect the Catapult and concerns may be addressed within a reasonable amount of time.
13. Each Order must identify their Catapult with at least their Order Name and Number. This will allow the Bogoree Royal Court to clearly identify each Catapult and each Order participating.
14. Slingshots and Centrifugal (spinning wheel) devices will NOT be allowed in this competition. Compressed air, liquid, explosive propulsion systems are NOT allowed. The projectile must launch from the energy created and stored within the Catapult's system using tension, torsion, weights, levers, slings, gravity and/or kinetic energy.
15. Knights will place, aim, fire and reposition their Catapult as needed. The Duke or Duchess may offer advice, but the Knights are the only ones to touch the Catapult until the end of the competition.
16. Each Order is expected to remove all parts and pieces of their Catapult and discard of it properly. The Battle Field is to be left better than when the event began. The only things left behind will be destroyed castles, anarchy and mayhem.
17. The Bogoree Royal Court will judge the competition. All rulings are final. If your Order is disqualified for any reason they may still be allowed to participate if it deemed safe, however the Order will not be competing for the event awards or points.
18. The Catapult must have a pull pin or trigger type release where the Catapult can be activated by pulling a rope from no less than 20 feet away.

The rope must be at least 25 feet long with a loop or handle on the end for better grip. Only a Knight may pull the rope.

19. If the Catapult is in the cocked and locked position and will not properly fire, the event will pause. The Duke or Duchess and Battle Field Commander will visually inspect the Catapult to see if it can be fired. If not, it is considered a “misfire” and count as 1 of the 3 launches.
20. The Royal Court reserves the right to change, alter or add conditions in the sake of safety and fair play. Any changes will be announced immediately

