Rules of the Competition with Shooting and Scoring Information

Categories:

1. 1 lb Arrow Shooters
2. 8 lb Spherical Object Shooters (8lb shotput)
3. Marshmallow Shooters (large marshmallows)

Rules:

1. All catapult team members must be MassJCL members and member s of the National JCL.

2. Every school and catapult team must register on the day of the event and e-mail Marj Keeley (makeeley@rcn.com) with the number of catapults being entered in each category on or before October 17 when you register for the event.

3. Each school may enter as many catapults per category for the competition. Each school will, however, receive only one participation point toward the MassJCL School Award in each of the three categories. Third place winners will receive 3 points, second place, 4 points, and first place will receive 5 points. First through third places will be given in all three categories.

4. Each school with catapult teams must have an adult supervisor with them at the time of practice shots and during the entire contest. There must be at least one adult for every two teams. Ideally, there should be one adult for each team. Adults, however, may not man the catapults

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5. All catapults must be triggered or powered by a natural power source--twisted rope, bent wood, or a counterweight.

6. All catapults must be made of natural, non man-made materials and must use methods available to the Romans. One concession is that modern fastenings such as bolts, nuts, metal plates, guy wires, and metal pivots may be used to strengthen the machine, but the basic structure and throwing arm(s) must be made of wood.

7. Missiles used for practice shots and competition will be provided or you may bring your own.
8. No catapult may be fired (for practice or competition) without authorization from a safety officer.

9. For safety reasons, the safety officers have the authority to disqualify a catapult at any time.

Shooting and Scoring

1. A school will be allowed two or three distance shots.
2. Scoring will be the average of the two best distance shots.
3. Distance shots will be measured from the fulcrum of the catapult to the first point at which the missile makes contact with the ground.
4. A shot that goes straight up, backwards, or completely awry will be counted as a zero.