

Catapult Competition

Patrols are invited to participate in the catapult challenge during the camporee. Two competition categories are open to all patrols: accuracy and distance. There will also be a Commissioner's Award for best design/appearance.

Historically, the term catapult refers to a wide range of siege machines; however, for the purposes of this competition (and in line with the BSA policies outlined in the *BSA Shooting Sports Manual* and the *Guide to Safe Scouting*) catapult is defined as a human-powered throwing arm supported by a base constructed using primarily natural materials and traditional pioneering techniques. Metal rings or loops for rope pulls and synthetic ropes are permitted. The ammunition for this competition will be tennis balls.

Catapult Specifications:

- Throwing arm may not exceed ten feet long.
- Throwing arm must contain a fixed ammunition basket or bowl; no slings are allowed.
- Catapult base may not exceed a six-feet by ten-feet rectangle.
- Total height may not exceed six feet tall.
- Propulsion must be human-powered by employing pull ropes; patrols may use no more than four Scouts to provide power.
- Catapults must be anchored or weighed down to prevent tipping over during firing operation.
- Absolutely no counterweight, elastic, spring, coil, gas, pneumatic, or gravity-driven propulsion systems are allowed.

Patrols may use any design they wish so long as the finished catapult conforms to the specifications detailed above (ballista and trebuchet designs do NOT conform to these specs). Patrols will assemble their catapults on site at the camporee with materials they have brought to camp with them. All catapults must be in their designated firing positions on the field by the competition start time. Patrols may choose build on the field or in their campsites (though, all catapults not built on the field will have to be carried by the patrol to the field).

Patrols are encouraged to work on designs and construction during their troop meetings prior to the camporee. The district Roundtable prior to the camporee will also afford troops an opportunity to learn more about pioneered catapults and see working examples.

Competition Scoring:

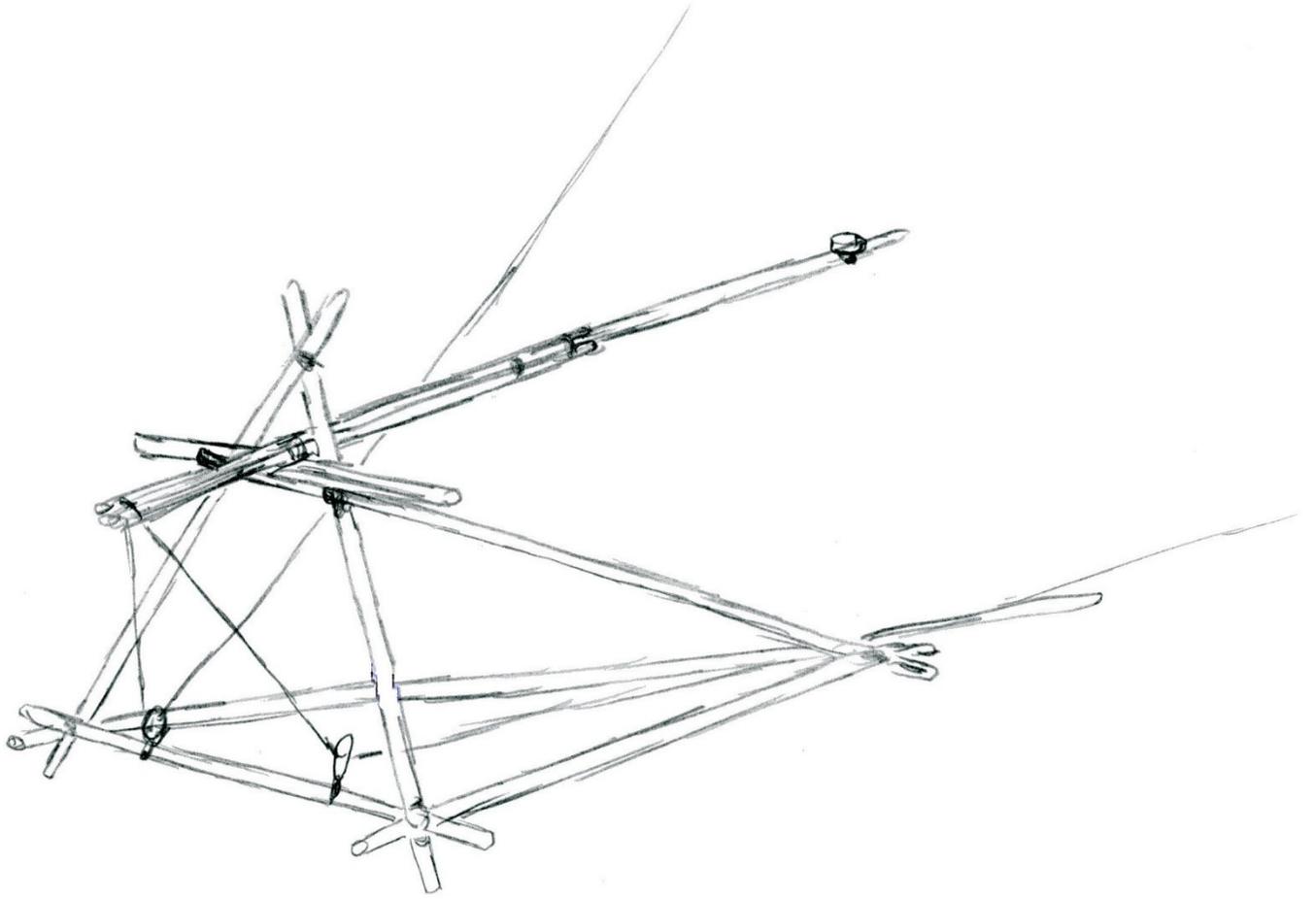
Distance – Patrols will fire five shots down the field. The resting position (where the ball bounces or roll to a stop) of the farthest ball will be the distance of record for each patrol. The patrol with the farthest distance wins. Tiebreaks will be determined by head-to-head matches between the tied patrols.

Accuracy – A target will be placed down the field. Patrols will fire five shots at the target, adjusting range in between shots as necessary. The patrol with the most hits on the target wins. Tiebreaks will be determined by head-to-head matches between the tied patrols using the original targets.

Commissioner's Award – Completely and totally at the discretion of the Commissioner making the selection; based on aesthetics of design and appearance, including quality of the lashings, rather than on performance in other competitions.

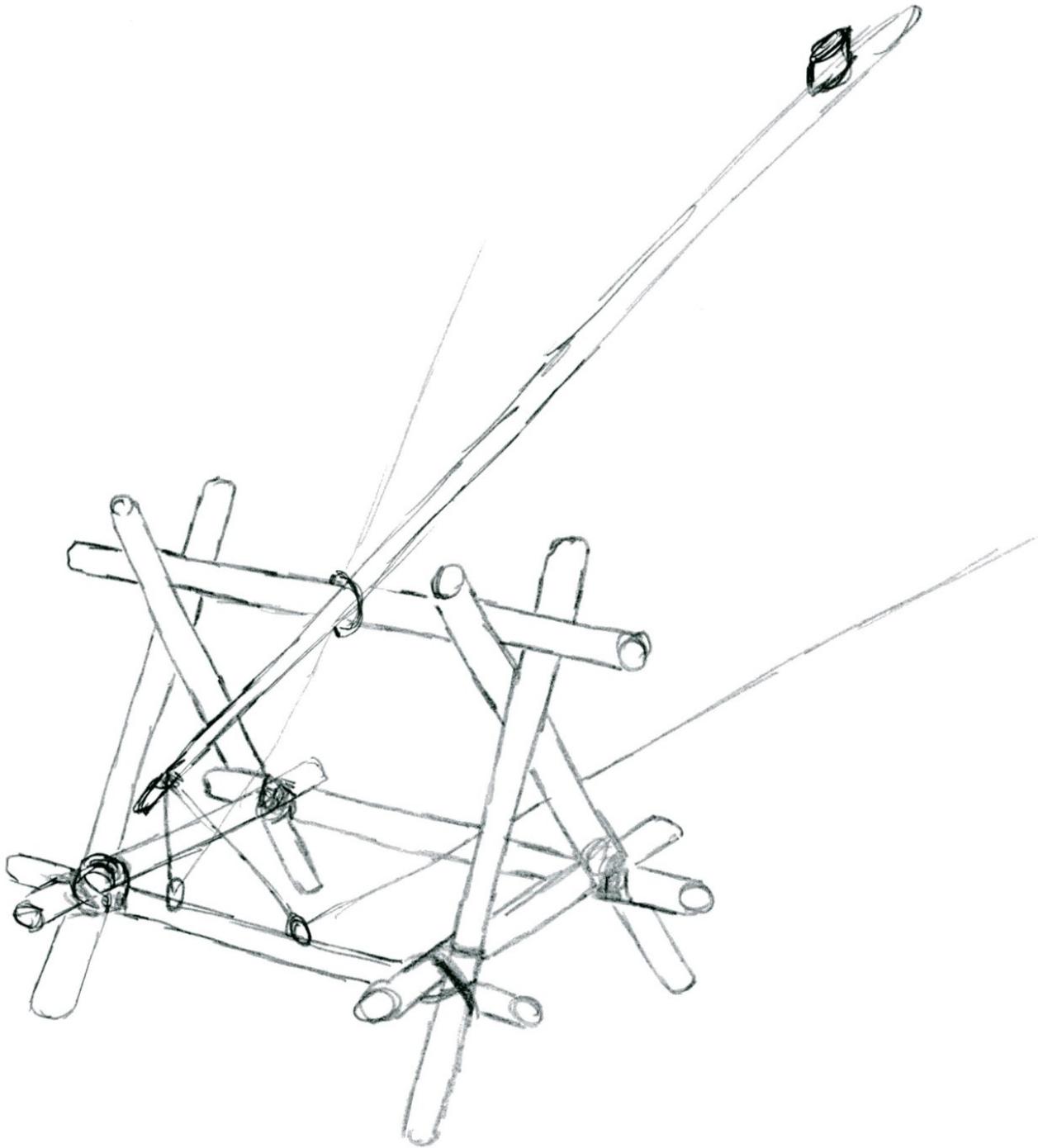
Example Catapult Design One

This design uses a single, front-facing A frame with cross support beams and four structural poles forming the base. The throwing arm is powered by two ropes running through rings connected to the lower support beam out to the back of the catapult.



Example Catapult Design Two

This design uses two, side-facing A frames with support bracing. The throwing arm pivots on the top support brace and is powered by two ropes running through rings connected to the lower support beam out to the back of the catapult.



Example Catapult Design Three

This design uses a front-facing H trestle with support bracing and two long spars to form the base (with side supports). The throwing arm pivots on the top support brace and is powered by two ropes running through rings connected to the lower support beam out to the back of the catapult.

