

Kent's Supply Center

Cantaloupe Chunkin' Competition 2007

DATE: Saturday, September 1, 2007

FEES: Fees are listed below for each division. The entry fee, must be accompanied with the form signed by all members competing in "field roster", only signed members will be allowed in the arena Must be in by **DEADLINE**. Mail or hand delivered to Kent's Supply Center, 260 N. Maine St. Fallon, NV. 89406.

DEADLINE: Entries mailed, or hand delivered, must reach office by August 31, 2007 by 5pm. Late entries will be allowed on September 1, 2007 by 5:00 pm at the Cantaloupe Festival, Kent's Supply Center Booth

Entry Form

_____ Women's Human Power Division *Entry Fee \$10.00* _____
PRIZE MONEY EVENT

_____ Men's Human Power Division *Entry Fee \$10.00* _____
PRIZE MONEY EVENT

_____ Sling Shot Division *Entry Fee \$25.00* _____
PRIZE MONEY EVENT

NAME OF MACHINE _____

_____ Trebuchet/Catapult Division *Entry Fee \$25.00* _____
PRIZE MONEY EVENT

NAME OF MACHINE _____

_____ Air Cannon Division *Entry Fee \$25.00* _____
PRIZE MONEY EVENT

NAME OF MACHINE _____

Your Total \$ _____

Payment Type (Circle): Cash Check # _____

Visa - M/C - Discover - American Express # _____ - _____

Expiration Date: _____ *Code:* _____

Kent's Supply Center
Cantaloupe Chunkin' Competition 2007
Field Roaster

Person or Machine Name _____ Team Captain _____

I, the undersigned agree to participate in the Kent's Supply Cantaloupe Chuckin' Contest. I hereby, for myself, my heirs, executors, administrators, and assigns, waive and release any and all rights and claims that I may have, or may arise, against Kent's Supply Center, Inc., the Cantaloupe Festival Committee and/or any other person or agency connected therewith, I understand that the aforementioned agencies will not be responsible for illness or injury sustained by me while participating in or in connection with the event or the match. Possible injuries might include; bumps, bruises, cuts, infections, broken bones and any other injuries that could be associated with placing participants in a confined playing area.

For participants' safety, the Official Rules pages 1 through 5, which include the Official Rules, General Rules, and Safety Rules will be strictly enforced and agreed to.

I grant permission to the Kent's Supply Center staff, and or trained emergency medical professions to provide emergency medical care and hereby agree to pay for such emergency care.

If my crewmembers, children, or any other family members attend these games, I am fully responsible for their actions and any injuries that they may obtain during this time.

I agree to and fully understand all of the above:

_____	_____	_____
Print Name	Signature	Emergency Contact/Phone
_____	_____	_____
Print Name	Signature	Emergency Contact/Phone
_____	_____	_____
Print Name	Signature	Emergency Contact/Phone
_____	_____	_____
Print Name	Signature	Emergency Contact/Phone
_____	_____	_____
Print Name	Signature	Emergency Contact/Phone
_____	_____	_____
Print Name	Signature	Emergency Contact/Phone

Kent's Supply Center

Cantaloupe Chunkin' Competition 2007

Official Rule

Rules Page 1

Women's Human Power Division **PRIZE MONEY EVENT**

Entry Fee \$10.00

Event: Distance / Farthest toss
Contestant gets one toss

1st Place - \$50.00

Best Style - TROPHY

1. Tossing Box will be a 10 ft x 10 ft square outlined area.
2. When tossing no part of your body shall leave the tossing boxes.
3. Contestants shall be given a maximum of (3) three minutes from the moment they are considered up. (SEE GENERAL RULES NUMBER 5)

Men's Human Power Division **PRIZE MONEY EVENT**

Entry Fee \$10.00

Event: Distance / Farthest Toss
Contestant gets one toss

1st Place - \$50.00

Best Style - TROPHY

1. Tossing Box will be a 10 ft x 10 ft square outlined area.
2. When tossing no part of your body shall leave the tossing boxes.
3. Contestants shall be given a maximum of (3) three minutes from the moment they are considered up. (SEE GENERAL RULES NUMBER 5)

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Official Rule

Rules Page 2

Sling shot Division

PRIZE MONEY EVENT

Entry Fee \$25.00

Event: Distance / Farthest Toss
Contestant gets three tosses

1st Place - \$150.00

Best of Show - TROPHY

1. A white line will designate firing line.
2. When firing no part of your machine or crew shall cross the firing line.
3. Contestants shall be given a maximum of (3) three minutes from the moment they are considered up. (SEE GENERAL RULES NUMBER 5)
4. No explosives are allowed!
5. Machine with the longest distance win this class.

*This event this year must have a minimum of three contestants entered in order to run this event.
(SEE GENERAL RULES NUMBER 3)*

Catapult/

Trebuchet Division

PRIZE MONEY EVENT

Entry Fee \$25.00

Event: Accuracy / Closest to Target
Contestant gets three tosses

1st Place - \$500.00

Best of Show - TROPHY

1. A white line set at 175 feet from target will designate firing line.
2. No part of the machine or crew shall cross the firing line.
3. Contestants shall be given a maximum of (5) five minutes from the moment they are considered up. (SEE GENERAL RULES NUMBER 5)
4. No explosives are allowed!

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Official Rule

Rules Page 3

5. No "wadding" (including bean chaff, straw, foam, metal, or any other object, or foreign matter).
6. A Catapult machine shall consist of springs, cords, rubber, dead weights, or other mechanical means of creating a stored energy.
7. A Trebuchet machine shall consist of swinging, or fixed counterweights. They can be made of wood, metal, or plastic.
8. Motorized winches and/ or other cranking devices may cock the machine.
9. Top machine with the most accuracy wins this division.

Air Cannon Division

PRIZE MONEY EVENT

Entry Fee \$25.00

Event: Accuracy / Closest to Target
Contestant gets three tosses

1st Place - \$500.00

Best of Show - TROPHY

1. A white line set 175 feet from target will designate firing line.
2. No part of the machine or crew shall cross the firing line.
3. Contestants shall be given a maximum of (5) five minutes from the moment they are considered up. (SEE GENERAL RULES NUMBER 5)
4. No explosives are allowed!
5. No "wadding" (including bean chaff, straw, foam, metal, or any other object, or foreign matter).
6. Motorized winches and/ or other cranking devices may cock the machine.
7. Air Cannon shall use compressed air only.
8. Top machine with the most accuracy wins this division.

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Cantaloupe Chunkin' Competition 2007

Official Rule

Rules Page 4

General Rules

1. The Cantaloupe Festival will provide 3 to 4 pound cantaloupes to all contestants.
2. Cantaloupe must leave body or machine intact, some abrasion is ok!
3. The Cantaloupe Chucking' Committee reserves the right to cancel any classes if there is a lack of participation. Any class that is subject to cutting will be contacted. All classes must have two (2) entries in that class to open it to competition. If any Class is cut for the year it will need three (3) entries to open it again in the future.
4. Machines can only enter one (1) class per machine.
5. All Humans must toss within three (3) minutes and all Machines must be able to fire within five (5) minutes after being instructed to "toss" or "fire". Any contestant or machine not able to toss or fire, Officiator is the timekeeper and will rule contestant disqualified from that round. **NO EXCEPTIONS!** Team captains are responsible for making sure they get their Cantaloupe 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 prior to starting this event to Officiator.
6. Cantaloupes must be in their natural state. Cantaloupes are not to be altered in any way, excluding Cantaloupe Chuckin' official marker paints and minor loading abrasions in the air cannon event.
7. All machines must be set up in the assigned areas. You will be given notice of this area well in advance. No excuses will be entertained for not being in your spot (on game day). You will be required to move.
8. When using a 3 to 4 pound cantaloupe the most accurate of the event is the **WORLD CHAMPION CANTALOUPE CHUNKER** and wins the overall chunk. All others first place winners are Champion's of class entered.
9. If you are disqualified for any round in competition for breaking **ANY RULES** you will forfeit that toss or if the event allow more than one (1) toss or fire you will forfeit your best not the shot you are being disqualified on.

Safety Rules

1. All machine captains and teammates are to follow Kent's Cantaloupe Chunking' 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 chunk in that round of competition Major infractions that are deemed as challenging the safety of the chuck and/or others around your machine will be discussed and possibly disqualified. There will be **ZERO TOLERANCE** for those who break safety rules.

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Cantaloupe Chunkin' Competition 2007

Official Rule

Rules Page 5

Safety Rules

Continued

2. All catapult and trebuchet machines must have a safety strap or mechanism to hold the throwing arm or boom in case of early fire when loading.
3. You are responsible for making sure everyone is clear behind your machine, in case of a misfire.
4. Personnel handling ropes or cable should wear gloves such as a sailing or repelling type to prevent burns.
5. Any machine found to have structural defects (weld fractures affecting the pressure vessel, load beams, firing pins, any load bearing members, supports or a support subsystems) will be banned from chunking until repaired and re-inspected by a member of the safety committee.
6. Any grievance or protest needs to be sent to the Cantaloupe Chucking' committee their ruling is final. (Kent's Supply Center 260 N. Maine St. Fallon, NV 89406.
7. All team captains and crewmembers that will be in the area of play must sign the field roster stating that they have received, read, and understand the 2007 rules of the Kent's Cantaloupe Chunkin. This sheet will be on the field and given to the Officiator, if it is not signed, you do not chunk.
8. Machines may not chuck until the Safety Inspector has approved them to be safe by the KENT'S CANTELOPE CHUCKIN SAFETY RULES. Any alterations to machines will require another inspection to be able to fire.
9. Hard hats and eye protection to be worn by all fire line personnel in pit when firing.
10. Each machine must have a First Aid Kit in plain view and clearly marked for all people to see, but not on machine. You are responsible for your own, and other injuries.

Kent's Supply Center
Cantaloupe Chunkin' Competition 2007

Minor's Waiver Form

I grant permission for: **(Minor's Name):** _____
(Printed Name of participant)

To participate in the Kent's Supply Center Cantaloupe Chuckin' Competition. I hereby, for myself, my heirs, executors, administrators, and assigns, waive and release any and all rights and claims that I may have, or may arise, against Kent's Supply Center, Inc. and/or any other person or agency connected therewith. I understand that the aforementioned agencies will not be responsible for illness or injury sustained by my child while participating in or in connection with the event or the match. Possible injuries might include: bumps, bruises, cuts, infections, broken bones, and any other injuries that could be associated with playing in a sports league.

Photo Release. I also understand that due to the nature of this program I/my child may be included in photos or video that will be used for media information or advertising of future programs. I understand by signing this hold harmless agreement I authorize the use of any photos or video taken during this program.

Refuse **Authorize** _____ **Initials**

I grant permission to the Kent's Supply Center, Inc. staff, assigned helpers of the event, and/or trained emergency medical professionals to provide emergency medical care and hereby agree to pay for such emergency care.

(PLEASE PRINT)

Name of Participant Age

Team Name

Mailing Address

City Zip

Emergency Contact Person

Emergency Contact Phone Number(s)

Signature of Parent/Guardian Date

Parent/Guardian Name (PLEASE PRINT)