

— HAUNTED LEWISTON PRESENTS —

WORLD'S LARGEST (SMALL PUMPKIN) CHUCKING CONTEST

You may have seen it on TV.
Huge machines. Huge pumpkins. Huge throws.
The Village wanted to do that.
Our insurance company said:

NOPE.

So we came at it from a different angle.

**SMALL MACHINES.
SMALL PUMPKINS.
BIG THROWS.**

Build a catapult or trebuchet and put your ingenuity to the test. It is the perfect STEM competition for handy individuals, families, school groups, coworkers, or a team of sort-of-handy people.



— FREE TO ENTER —

SATURDAY, OCTOBER 17 • 2-5 PM

THE ESCARPMENT AT RICHARD F. SOLURI PARK • LEWISTON, NEW YORK

.....
REGISTER BY OCTOBER 2 • EARLY REGISTRATION HELPS US PLAN

.....
OFFICIAL VILLAGE PLAQUES AWARDED TO THE WINNERS

To enter, email Events@HauntedLewiston.com

THINK. BUILD. LAUNCH.



OFFICIAL RULES & TECHNICAL SPECIFICATIONS

WORLD'S LARGEST (SMALL PUMPKIN) CHUCKING CONTEST

1. COMPETITION CLASSES

The competition has two separate machine classes:

- Trebuchet Class: Powered exclusively by a falling counterweight.
- Elastic Catapult Class: Powered exclusively by approved natural-latex rubber tubing.

Each class will be scored separately.

2. TEAMS

- Teams must preregister.
- Each team must designate a Team Captain and Firing Operator.
- Teams with participants under 18 must have an adult supervisor.
- Youth participants may design, build, load, and fire their machines under adult supervision.
- All participants must sign required waivers and safety acknowledgments.
- Only registered team members may work on or operate a competition machine.

3. MACHINE SIZE AND CONSTRUCTION

- The stationary frame and base may not exceed 36 inches long x 36 inches wide x 36 inches high.
- The throwing arm may not exceed 36 inches in total rigid length.
- The moving arm and permitted sling may travel outside the 36-inch frame envelope during firing.
- There is no overall machine weight limit.
- Machines may be constructed from wood, metal, solid-wall PVC, ABS, composite materials, or 3D-printed components.
- All joints, pivots, fasteners, and moving parts must be securely retained.
- Load-bearing PVC joints may not be left dry-fitted.
- Machines may not have cracked parts, sharp edges, projecting fasteners, or components that could break free.
- Each machine must have a padded arm stop, flexible arresting strap, or another approved means of safely stopping the throwing arm.
- No component may intentionally detach during firing except the pumpkin.
- Compressed air, combustion, explosives, hydraulics, pneumatics, motors, powered winches, chemical propellants, and human assistance during launch are prohibited.

4. LAUNCH PLATFORM

- The organizer will provide a 48-inch x 48-inch launch platform.
- The platform will include access cutouts and rails for C-clamp-style securement.
- Machines must have accessible base members that can be securely clamped to the platform.
- The entire stationary base must remain within the platform boundaries.
- The Safety Official will approve the number and placement of clamps.
- Machines may not rely solely on their weight or friction for stability.
- A machine may not be cocked or loaded until its securement has been approved.
- A machine that shifts, lifts, twists, or loosens during firing must be stopped and reinspected.

5. TREBUCHET CLASS

- Trebuchets must be powered exclusively by gravity acting on a counterweight.
- The complete moving counterweight assembly may not exceed 20 pounds.
- The limit includes the counterweight material, container, and connecting hardware.
- Counterweight material must be securely contained and may not spill or detach.
- The counterweight may not strike the platform or another structural component during normal operation.
- Fixed and swinging counterweights are permitted.
- Slings, fixed cups, cradles, and pouches are permitted.
- Sling material may not be elastic.
- Springs, rubber tubing, bungee cords, torsion bundles, and human assistance during launch are prohibited.
- A separate physical safety must support or restrain the counterweight and throwing arm while the projectile is loaded.

6. ELASTIC CATAPULT CLASS

Catapults may use only natural-latex rubber tubing measuring:

1/4-inch inside diameter x 1/2-inch outside diameter, with a 1/8-inch wall thickness.

Additional requirements:

- Maximum total tubing length is 36 inches, measured unstretched.
- Tubing may be divided into no more than two separate pieces.
- No portion may be stretched beyond twice its unstretched length.
- Pulleys and compound systems that multiply tubing extension are prohibited.
- Flat latex bands, exercise bands, bungee cords, metal springs, and torsion bundles are prohibited.
- Tubing must be undamaged and securely attached.
- Catapults must use a fixed cup, spoon, cradle, or pouch attached directly to the throwing arm.
- Free-swinging slings are prohibited in the Elastic Catapult Class.
- A separate physical safety must restrain the throwing arm while the projectile is loaded.





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WORLD'S LARGEST (SMALL PUMPKIN) CHUCKING CONTEST

7. LANYARD RELEASE

- Every machine must be launchable using a nonelastic lanyard at least 20 feet long.
- The Firing Operator must be able to activate the trigger while remaining at least 20 feet from the machine.
- Each team is responsible for providing its own lanyard.
- Direct-release, electronic, wireless, and shorter-distance firing systems are prohibited.
- The trigger must securely hold the fully cocked machine.
- Every machine must have an independent physical safety in addition to its trigger.

8. PROJECTILES AND IDENTIFICATION

- Official projectiles will be miniature pumpkins or gourds weighing approximately 4 ounces.
- Projectiles will be supplied or approved by event officials.
- Before launching, each projectile must be clearly marked with the team name or assigned team code and the attempt number.
- Identification must be written in permanent marker on at least two sides.
- Team identification is the only permitted alteration to the projectile.
- Projectiles may not be frozen, filled, drilled, reinforced, wrapped, coated, or otherwise altered.
- Only one projectile may be launched at a time.
- No wadding, sabot, auxiliary weight, or separate carrier may be launched with the pumpkin.

9. INSPECTION AND SAFETY

Each machine must pass inspection before launching. Inspection will include:

- Frame dimensions and arm length
- Counterweight or tubing compliance
- Structural condition
- Trigger and 20-foot lanyard operation
- Independent safety
- Arm stop
- Projectile holder
- Platform securement

Any significant repair or modification requires reinspection.

Safety glasses and closed-toe shoes are required while cocking, loading, or adjusting a machine. No person may place any part of their body in the path of the arm, sling, counterweight, tubing, or projectile.

The Safety Official or Village engineer has final authority over technical compliance and machine safety.

10. LAUNCH PROCEDURE

- Place the unloaded and uncocked machine on the launch platform.
- Secure it with approved C-clamps.
- Receive approval from the Safety Official.
- Cock the machine and immediately engage its independent safety.
- Load the marked official projectile.
- Remove the independent safety at the Range Master's direction.
- Move everyone at least 20 feet from the machine.
- The Firing Operator takes position with the lanyard.
- Launch only after the Range Master gives the command: "Range clear. Fire when ready."
- Nobody may approach the machine or enter the field until the Range Master declares it safe.
- If a machine misfires, everyone must remain clear until directed by the Range Master.

11. COMPETITION AND MEASUREMENT

- Each team receives three official launch attempts.
- Multiple launches may be conducted before officials enter the field.
- The Range Master will determine the number of launches included in each measurement batch.
- After each batch, the range will be closed and the measuring crew will enter the field.
- Projectiles will be identified by team name or code and attempt number.
- Distance will be measured from the firing line to the point where each projectile comes to rest.
- Bounces, rolls, and slides count toward the total distance.
- If a projectile breaks apart, the resting location of the largest remaining piece will be measured.
- The projectile must remain within the marked competition range.
- If a later projectile strikes and moves an earlier projectile, the Range Master may grant the affected team another attempt.
- No participant may enter the field until the Range Master declares it safe.

12. SCORING

Trebuchets and elastic catapults are scored separately.

The longest valid launch out of three attempts is the team's official score.

Ties are broken by the second-longest valid launch, then the third-longest valid launch.

If still tied, the Range Master may authorize one additional tiebreaker launch.

A launch receives no score if:

- It occurs before the Range Master's command.
- The projectile lands or comes to rest outside the marked range.
- The machine crosses the firing line or moves excessively.
- A prohibited component detaches.
- The machine receives human assistance during launch.

Serious or repeated safety violations may result in disqualification. The Safety Official, Range Master, and competition judges have final authority over safety, scoring, and rule compliance.





HAUNTED LEWISTON PRESENTS
OFFICIAL ENTRY FORM

WORLD'S LARGEST (SMALL PUMPKIN) CHUCKING CONTEST

SATURDAY, OCTOBER 17, 2026 | 2:00-5:00 PM

The Escarpment at Richard F. Soluri Park | Lewiston, New York

1. ENTRY DETAILS - ONE FORM PER MACHINE

TEAM OR ENTRANT NAME

LAUNCHER NAME (OPTIONAL)

SCHOOL, BUSINESS, CLUB OR COMMUNITY AFFILIATION (OPTIONAL)

ENTRY TYPE

☐

Individual

☐

Team

LAUNCHER DIVISION - SELECT ONE

☐

Elastic Catapult

☐

Trebuchet

See the official rules for construction and safety requirements.

2. PRIMARY CONTACT

PRIMARY CONTACT NAME

BEST PHONE NUMBER

EMAIL ADDRESS

ESTIMATED TOTAL TEAM SIZE

3. ADDITIONAL TEAM MEMBERS (IF APPLICABLE)

TEAM MEMBER 1

TEAM MEMBER 2

TEAM MEMBER 3

TEAM MEMBER 4

TEAM MEMBER 5

TEAM MEMBER 6

4. RULES AND SAFETY ACKNOWLEDGMENT

☐

Our entry will follow the official contest rules and all directions given by event officials.

☐

We understand every launcher must pass on-site safety and technical inspection before competing.

☐

We understand event officials may stop or disqualify any launch or machine they determine to be unsafe.

SIGNATURE OF PRIMARY CONTACT

DATE

REGISTER BY OCTOBER 2 | ENTRY IS FREE

Email completed form to Events@HauntedLewiston.com - Earlier registration helps us plan.

