Group Hurl - Contest Rules & Directions

The goal of this event is a fun and safe competition to throw a "coconut". The size of the coconut will be round with a circumference of approximately 28" and a weight of about 1 pound. We will stress safety first in our competitions so any actions or activities deemed unsafe by our judges will be halted immediately.

GROUND RULES

- Your hurling device should be SCOUT POWERED. No rope torsion or obvious counterweights will be allowed on your device.
- Materials allowed are wood and rope. Exception is made for your coconut holder or sling which can include cloth, plastic, duct tape, etc.
- All materials must be inspected by a contest judge prior to beginning assembly.
- No metal is allowed in your hurling device. This means no metal pivot bars, no screws, no bolts, etc
- All devices must be carried in, assembled, powered and fired by Scout youth. Each patrol (tribe) of 6-10 youth must carry the material from the staging area to the assembly area on their own.
- Distance from the staging area to the assembly area is approximately 50 yards. Keep this in mind when designing your device since your team will be carrying the materials a fair distance.
- Patrols will be given a specific period of time (approximately 90 minutes) to assemble their hurling device and perform test throws prior to the official hurl.
- Construction is NOT a speed event. We will stress safety throughout this event.
- Points will be awarded for DISTANCE and ACCURACY.
- There will also be an award for the best design. (Rustic poles & lashings are encouraged).
- You MAY use dimensional lumber that is pre-cut or drilled. However everything must be assembled on site by the youth participating in the contest.
- All devices must be inspected by judges prior to hurling in order to assure safety.
- All throws must be made downrange in accordance with the range-masters instructions
- Scoring for distance & accuracy must be fired from your device . Specifically, the coconut cannot be thrown, kicked or propelled with anything except the hurling device you construct.
- Scoring for distance will be from where the coconut first hits the ground, not from where it eventually rolls after landing.
- All decisions of the judges are final and cannot be appealed.

IDEAS FOR SAMPLE HURLING DEVICES

Please see below for IDEAS for your device. You are encouraged to be creative and work within the rules of the contest.

Please remember, all items must be inspected prior to start of construction to ensure consistency of materials and safety. Also, note that for the LMD Group Hurl, all devices must strictly adhere to the rules, including no metal and no torsion. All devices are youth assembled, and scout powered. Patrols (Tribes) of 6-10 youth are encouraged to work together as a team to construct and fire their group hurl device. More Scouts pulling means more force for your device!





