

You have been asked to be the Event Supervisor for Storm the Castle. Now what do you do?

After looking over the rules, your first reaction maybe to cut off all communication with the outside world and hope the problem just goes away. I can tell you it is a lot of work but it is an incredible amount of fun. You will have to provide several things.

- 1) A castle, or target the minimum size is spelled out in the rules usually I always go bigger then the minimum hits are more fun then misses. I build castles out of wood with a hole in the center of the bottom so I can place the castle at the proper distance. A rubber maid container that is clear can also work well for this.
- 2) Projectiles use something soft, that doesn't bounce much. You can use a super ball but be prepared to run around and chase the down, also the find ever conceivable nook and cranny to go in. I usually use hacky sacks, they don't bounce much, move slowly and you can change the mass by cutting a hole in them and adding or subtracting material. Then you can sew them up with fish line. Stay away from very hard things, like steel and hard wood unless you have a good medical plan. Small dense objects travel fast and cause damage.
- 3) Counterweights, you will have to provide a counterweight to the competitors, I have attached information to make one that meets the rules and is adjustable.
- 4) You will need several measuring tapes at least two long 30 meter or longer and several shorter 6 meter. Several meter sticks. Stickers to mark where projectiles hit.
- 5) Help, this is a labor intensive event you will need several other people to mark locations and measure.
- 6) You will need to know the size of the area you are launching in. It is up to you the event supervisor to make sure nobody throws farther then your room can accommodate. I have attached a spread sheet with many of the available projectile counterweight combinations. I have included maximum distances that can be thrown with the types of projectiles I generally have thrown. These numbers are for elite machines, I may have 3 capable of approaching these numbers at states and 6 at nationals. Usually at regional's you don't see these machines. You have a good way to cheat now that graphs are required, after the machines are impounded look at the graphs for the counterweight and projectile you are going to use if anyone is going to throw too far cut down the amount of counterweight. Don't be tempted to just give very small counterweight, many machines are not capable of even throwing with a 1 kilogram counterweight, it would be very boring to have 7 or 8 machines not even make a toss.