

MEMBER RULES

1. **NO ALCOHOL ALLOWED ON FIRING LINE.**
2. World Championship Punkin' Chunkin' Association (WCPCA) Photo Identification cards must be worn at all times.
3. All persons entering the pits must sign a WCPCA Liability Release Form. All persons entering the firing line during competition must wear firing line pass.
4. All youth in pits must be under adult supervision at all times. (Example: Youth could fire machine while unattended and be injured or injure someone else.)
5. No glass bottles permitted on the premises.
6. No pets allowed on the firing line.
7. All members of the WCPCA shall follow World Championship Punkin' Chunkin' Association rules at all times or their teams will be penalized or disqualified. Penalties may include disqualification of a day's chunk, the longest chunk of the competition, total disqualification, or other punishment deemed appropriate by WCPCA officials. Infractions that jeopardize the safety of yourself, your fellow chunkers, spectators, or visitors will absolutely not be tolerated.
8. Vehicle Rules:
 - a. No straddle vehicles (bicycles, motorcycles, scooters, lawn mowers, extra ordinary) allowed on the premises.
 - b. No children under 16 will be allowed to drive ANY VEHICLE alone. They may ride with an adult that has a valid driver's license. All vehicles must be registered with the WCPCA and display the provided license plate on the front and rear of the vehicle.
 - c. Only Association Officials or spotter actively engaged in spotting pumpkins, subject to all spotter rules and regulations are allowed beyond firing line.
 - d. All motor vehicles that may transport occupants in any fashion must operate at a safe speed and must follow all vehicle safety requirements. If a violation is deemed by security, depending on severity, can result in team punishment.
 - e. No vehicles allowed in the midway.

TEAM CAPTAIN'S REPOSNSIBILITIES

1. Captains responsible for alcohol consumption of members in pit areas and are responsible for members sobriety on firing line. No alcohol allowed on firing line. **ZERO TOLERANCE ENFORCED.**
2. All Team Captains are responsible for all team members' actions. ALL RULES must be followed. The Rules and Safety Committees will decide discipline action for violators depending on severity of the violation. A zero tolerance policy will be in force.
3. Captains are responsible to make sure all members wear badges at all times. Maximum number not to exceed seven firing line passes. Firing line passes and personal protective equipment must be worn whenever entry is to be fired. Captain is responsible for all firing line pit member's attention to surrounding conditions. Cell phone use not recommended (emergency use only).
4. Captains must adhere to Firing Line Boss, safety, and security commands
5. Captains must attend and sign in at morning safety meeting. Captain must be on sign in sheet to be allowed to shoot that day.
6. Captains must make sure backstops (when necessary) and personal protective equipment are worn when shooting.
7. Captains responsible for design and workmanship of entry and must point out any changes to safety inspectors. **Safety inspectors are not responsible for any mishaps.** Their job is strictly to inform captains of any rules and safety violations. Inspectors are not responsible for design flaws. Captains are responsible for correcting violations before entry inspection will be allowed. (See safety rule #18).
8. Captains are responsible for litter control of assigned pit area to include area to spectator fence.
9. Captains will be required to inform Firing Line Boss of longest shot machine has accomplished, type, and color of pumpkin being used, so spotters can be safely positioned.
10. Captains responsible for firing line pit area and clearance of range before firing entry.
11. Team Captain must request any firing line accommodations at registration (ie: sharing air supply). Longer shooters will be placed by field set up to facilitate spotting, range distance, and firing line timing.
12. Captains must leave pit area clean of litter and in good condition.
13. Captains will inform inspectors if shots are to be measured or not. All entries must meet the same safety standards. Inspectors need to know for proper labeling. All three (3) competition shots must have same designation.

GENERAL RULES

1. No weapons of any type allowed on premises.
2. All pumpkins fired must remain intact until they impact the ground to obtain an official measurement.
3. No part of the machine shall cross the firing line
4. No Wadding (including bean chaff, straw, foam, metal, or any other material or objects).
5. No explosives are allowed.
6. Pumpkins are not to be altered in any way, excluding WCPCA marker paints. All pumpkins must be in their natural state. Pumpkins fired from machine during competition will be measured from the survey team designated point of measurement. Your pit # may be written on your pumpkin (**this is strongly recommended**) to help in the identification in the landing zone.
7. All rules are subject to change at any time by Rules and Safety Committee.

**ONLY OFFICIALS ALLOWED DOWN RANGE OF FIRING LINE.
FIRING LINE PIT BOSS RULES THE RANGE!**

8. World Championship Punkin Chunkin Association (WCPCA) accepted pumpkin varieties are:

Aladdin	Cushaw Green	Kakai	Orange Smoothie
American Tona	Cushaw Gold	La Estrella	Pic-A-Pie
Amish Pie	Fairytale	Lil' Pumpkemon	Prizewinner
Baby Bear	Full Moon	Long Island Cheese	Queensland Blue
Baby Boo	Halloween in Paris	Lumina	Red Warty Thing
Baby Pam Sugar Pie	Hooligan	Mandy	Rock Star
Big Rock	Howden	Marina de Chioggia	Rouge Vif
Big Max	Howden Biggie	Musque de Provence	D'Etampes
Casper	Iron Man	Neon	Snack Jack
Charisma	Jack-Be-Little	New England Pie	Valenciano
Cinderella	Jack-Be-Quick	Old Zebs	Wee-Be-Little
Cotton Candy	Jarrahdale	One Too Many	Wolf

ALL PUMPKINS USED FOR ADULT AIR CLASSES MUST BE ROUND AND WILL ROLL FIT 9 INCH BARREL RING FREELY

PUMPKINS WEIGHT RANGE PER CLASS:

- Adult Classes: 8-10 lbs.**
- 11-17 Classes: 4-10 lbs.**
- 10 & Under Classes: 2-4 lbs.**

PUNKIN CHUNKIN: SAFETY & RULES

1. **ALL MACHINES** must be able to fire within (3) minutes. Machines in Human Power classes are given two (2) minutes to cock the machine prior to being put on the three minute clock. Every attempt is made to give advance warning of at least 20 minutes so that teams can ready themselves for being put “on the clock” by the Firing Line Boss; however, it is the responsibility of the Captain to be aware of the progress of the competition and be prepared when it is their team’s time to chunk. Teams not capable of chunking within the three minutes will lose their shot for the day.
2. **LOST PUNKIN:** If a team’s shot is unable to be found by the WCPCA spotters in ten (10) minutes, it will be declared a “Lost Punkin” by the Firing Line Boss and will not be counted if found later. The Firing Line Boss will give the Team Captain the option to either forfeit the shot or take a make-up shot. For this instance, teams should always have an additional pumpkin ready. The Firing Line Boss will decide when the make-up shot will occur and whether the machine needs to be repositioned prior to making the make-up shot.
3. If you are disqualified for any round of competition for breaking Safety & General Rules, you forfeit the longest distance shot, not necessarily the distance shot in which you were disqualified on.
4. **WINNER:** The World Champion Punkin’ Chunker will be the team who achieves the longest measured distance with an 8-10 pound pumpkin of approved breed/species during the annual event, regardless of class entered. All other first place winners are champions of class entered.
5. It is the responsibility of the prior year’s champion to return the traveling trophy to the current year’s World Championship Punkin Chunkin event. The trophy must be maintained, kept in good condition, and exhibited in good taste.
6. The WCPCA is not responsible for any equipment needs you may have once on the field. If you need equipment to set up, operate, or disassemble your machine, you must make those arrangements prior to the event. Teams are not allowed to borrow or operate equipment rented or owned by the WCPCA for insurance purposes.
7. **All machines must be set up in the assigned areas and aimed in assigned direction.** You will be given notice of this area well in advance. Firing order will be determined by field positioning regardless of previous year’s standing. No excuses will be entertained for not being in your spot (on game day). You will be required to move.
8. **REMOVAL FROM FIELD:** All machines and equipment used by chunkers must be removed from the field within (2) weeks after the World Championship Punkin’ Chunkin’ event. Teams will be responsible for all towing and storage expenses for machine and equipment left on the field after the deadline. No team may register for competition if fees for a prior year’s event are still owed to WCPCA.
9. **EARLY EXIT FROM FIELD:** Machines that will need to exit the field prior to the end of competition each day will need to notify the Firing Line Boss as well as Safety and Security officials at the Captains’ meeting on the day they wish to remove their equipment. Safety and Security Committees reserve the right to deny any request.
10. **CAMPING:** No campers, tents, or any overnight camping is allowed on firing line. You must camp in the designated area. Camp fires are governed by the state burning regulation.

11. **INSPECTIONS:** Team Captains must have signed acceptance of rules sheet before machines can be inspected. Machines may not chunk until safety officials inspect and approve them to be in compliance with WCPCA rules. Any alterations after being inspected will require another inspection to be able to fire. Safety officials may require the following tests or other tests deemed necessary to ensure the machine is safe for WCPCA competition:
- Firing or “dry firing”, without pumpkin loaded, of the machine.
 - A fully cocked stress test (approximately 15 minutes in duration).
 - Disassembly of part or the entirety of the machine as needed to verify structural integrity, safety, and operation.
 - A liquid penetrant test may be necessary on questionable areas, including structural or vessel areas.

Those machines that are new to the competition or that have undergone significant modifications and/or repairs affecting *Form*, *Fit*, and *Function*, since last operated will receive particular scrutiny.

- Form* shall mean a change in alteration of any component that deviates from code, standards, demonstrated common practices OSHA, ASME, or other standards as determined by WCPCA.
- Fit* shall mean a change in a major component or major components installation
- Function* shall mean the design function of various components, such as welds, knots, bolting, cable clamps, or other mechanical attributes.

12. **CEASEFIRE:** In the event that a ceasefire is declared by the Firing Line Boss, no machines shall fire under any circumstance. Firing Line Boss will announce cease fire signaling device at the morning safety meeting. If a machine is unable to be discharged or unloaded, WCPCA Safety Officials must be alerted so that arrangements to fire the machine safely may be made.
13. **ALL MEMBERS and/or Captains** are to contact Safety Official before climbing any machine during competition and must have clearance from the safety committee. No one is to climb any machine while cocked, elevated, or in a dangerous situation. Teams using ladders to assemble, load, repair, or dismantle equipment must have a spotter to hold the ladder and/or tie off to the ladder to prevent injury. Teams are required to use a safety harness when climbing over 10 feet above ground.
14. **The WCPCA reserves the right to request a team captain to dismantle his or her machine to inspect for foul play at any time.**
15. **CAPTAIN’S MEETINGS:** All team captains must sign the field roster stating that they have received, read, and understand the rules of the World Championship Pumpkin Chunkin’ Association. This sheet will be on the field and given to the Firing Line Boss. If it is not signed, you do not chunk. ***All team captains MUST ATTEND each daily Captain’s meeting and sign in or they forfeit the day’s chunk.***
16. **SAFETY COMMITTEE END OF THE DAY MEETING:** The Safety Committee will meet at approximately 4 PM each day. If you have safety issues to present, we welcome team captains to do so at this time.

17. **SPOTTERS:** Only WCPCA spotters will be allowed on the landing field. Each spotter must sign in and out at designated area. All spotters on motorized vehicles will operate their vehicles responsibly at their own risk. Team spotters must follow the orders and directions of the head spotter on the field.
18. **Any machine found to have structural or safety defects** including, but not limited to, weld fractures, deformation of structural members, supports or support systems, will be required to make appropriate repairs and be re-inspected prior to any further chunking. Team Captains will be responsible for design safety. Safety inspectors check for adherence to general rules and safety and are in no way responsible for design or workmanship of entry.
19. **BACKSTOPS:** Required for ALL machines capable of firing backwards regardless of that machine's previous performance. Teams may make their own backstops for the chunk, but they must be constructed to a WCPCA approved design standard and will be inspected as part of the machine's safety inspection. Any machine inspected on the field or approved in advance as "not able to fire backwards" will be exempt from this requirement. Machines marked for backstops that fire without one will be disqualified from the chunk and asked to leave. This includes anytime they fire while on the field.
20. **SMALL HOLES** for stabilizers will be permitted, subject to the hole being filled, tamped, and topsoil replaced before the team leaving pit area. It is your responsibility to keep pedestrians from falling in your hole. **LEAVE NO TRACE!**
21. **HARD HATS** and **EYE PROTECTION** are to be worn by all fire line personnel in pit when firing at any time – competition or not.
22. Each machine **must have a fire extinguisher** mounted to machine **and a First Aid Kit** in plain view clearly marked for all to see.
23. **ALL CABLES** and cable clamps must be sized, installed, and torqued properly to the particular manufacturer's recommendations. All shackles on a machine must have a metal safety tie on the pin to prevent the pin from loosening.
24. **LAG BOLTS** shall not be permitted in load bearing applications. Lag bolts are considered low end load bearing components and will not be approved in any application where stress can fatigue the lag or the hole made for it. The approved method of attachment is with carriage, shoulder, or hex head bolts with washers and backing plates, which shall be a minimum of SAE Grade 5 (or Metric 8.8 Class) with lock nuts of similar design.
25. **ALL WINCHES AND/OR COCKING DEVICES must have safety cages.** Winch operators must be protected at all times when cocking their machine or throwing device. This is for any team member who is placed in the hazard zone during winch operation for protection against failure of winch components and cables. The safety cage shall be installed in such a manner that it will not deflect in any direction whatsoever when manual force is applied.
26. **WINCH CABLES must be in good condition and have a brake installed such that a failure of machine during cocking does not cause uncontrolled spinning of the winch.**
27. **ALL CATAPULT AND TREBUCHET MACHINES** must have a safety strap or mechanism to hold the throwing arm or boom in case of misfire when loading. You are responsible for making sure everyone stays clear of your machine in case of a misfire. Personnel handling ropes or cable must wear gloves such as a sailing or repelling type to prevent burns.

28. **TEAM CAPTAINS** are responsible for clearing the areas around and behind their machines while cocking or firing machines at all times.
29. **All machines must be fully relieved before being loaded** (for example – do not load cannon while pressurizing tank).
30. **No machine may fire or discharge without sounding a horn three (3) times.** It must be clearly audible to spotters and satisfy the Firing Line Boss and Firing Line Boss will tell Team Captain when to fire.
31. **ALL THEATRICAL MACHINES require a safety inspection.** Firing Line Boss to determine when to fire in competition.
32. **To avoid costly time and ensure streamlined SAFETY INSPECTIONS,** it shall be the responsibility of the Team Captain, when calling for the inspection, to ensure that the machine in question is fully ready to fire. Failure to follow this rule will automatically place the team at the bottom of the inspection list. **For the purposes of this rule “ready to fire” shall be defined as the machine fully assembled, Team Captain present, all safety devices functional and engaged where required, and all pertinent safety equipment in the assigned pit area available and ready for use. Team Captain must also have Rules Acceptance sheet in hand.**

CLASS-SPECIFIC RULES

MACHINES ENTERED INTO THE WORLD CHAMPIONSHIP PUNKIN’ CHUNKIN’ competition are separated into various classes to ensure a high level of competition, both for the overall championship as well as for victory in a particular class. Machines may be classified according to machine type, age group, or other criteria. At least three (3) machines are required to create or continue a class for a particular year of competition. In the event that there is a lack of participation in particular class, WCPCA reserves the right to combine classes with an insufficient number of entries. Every effort will be made to accommodate requests to move the participants in such a class to another class that is minimally disruptive; however, machines must meet all class-specific rules of the class in which they are entered at the time of competition.

Every machine may enter only one class. Teams with multiple machines on the same vehicle or trailer may enter them separately and in separate classes if necessary, but the machines must not share major components (springs, arms, pressure vessels, etc.) and each entry must be paid for individually.

ADULT CLASSES

ADULT CLASSES shall be those made up of teams with members over age 18. These teams may also have younger members.

ALL PRESSURE VESSELS MUST HAVE DOCUMENTED MANUFACTURING HISTORY RECORDS WITH VESSEL AT ALL TIMES.

AIR CLASSES:

- **Adult Female Air Class – Team Captain and majority of team must be female**
- **Adult Air Class**

AIR: Only atmospheric air compressed by a compressor on site or brought to the site in an approved pressure vessel shall be allowed. Under no circumstances shall any other gases, including but not limited to, nitrogen, helium, carbon dioxide, hydrogen, etc. be used or separated on site. Maximum air pressure used for tank and controls cannot exceed 150 psig. All adult air entry Captains must be ultrasonic testing trained and must purchase ultrasonic test equipment kit.

BARRELS: All sections of cannon barrels must be properly secured so that they will not separate and will stay stationary, without being pinched, collapsed, or otherwise structurally damaged. Barrels and any pressurized portion of any machine may not be constructed of any type of plastic (PVC, ABS, etc.). Barrels suspended by cables must be substantially anchored to a rigid support preventing uncontrolled movement. **Plastic coated cable will not be allowed. Minimum barrel size – 9 inch inner diameter.**

BREACHES: All flanged breaches must have a minimum of 8 each x ½” grade 5 nuts and bolts. Team Captain must ensure that in every area where a pumpkin is loaded into an air cannon, no displacement of the assembly can occur in the event of a blow back or situational breach. All breaches must have an approved covering (cage cover) to deflect any flying pieces.

RELIEF VALVES: Each pressure vessel shall be equipped with a relief valve, an **automatic** ASME approved “pop off” valve, and a **manual** bleed valve. All devices should be installed such that they do not bleed directly into the dirt or at face level of any operator unless shields are installed to prevent injury from venting of high-pressure air. Relief valve must be manufacturer labeled for gases with a rated maximum working pressure

150 psi and tamper proof sealed. Must be mounted to vessel without valving. No upsizing greater than vessel porting.

- **Automatic valves** should be set at or below the working pressure of the pressure vessel and should be sized according to the air supply of the vessel. **Any modifications or tampering with automatic valves to prevent their proper operation will result in immediate disqualification.** In the event that an *automatic* “pop off” valve is triggered by over-pressurization, the air supply to the pressure vessel must be immediately stopped until the valve re-closes on its own.
- **Manual bleed valves** shall be installed on ALL machines to relieve pressure in the event that a machine cannot be safely fired for any reason after being pressurized.
- Vessels must have a quarter inch ball valve for an association coupling for Firing Line Boss manifold.

CHECK VALVES: ALL machines must have a one-way check valve installed between the pressure vessel and the air supply on vessel side.

LIFTING CYLINDERS: All cylinders must have a pilot operated check valve mounted directly to the cylinder(s).

PORTABLE PRESSURE VESSELS: All portable air storage vessels used to fill their cannon must be stood upright and secured to a stationary device. No tanks or vessels may be stored or transported lying down on the ground or in any vehicle. Every vessel must have a safety cap on it when not in use. For all pressure vessels under 5 cubic feet capacity are the responsibility of the owner and Team Captain to ensure safe condition and operation.

All nipples, fittings, manifolds, or airlines must be capable of handling the pressure of air on them. This is YOUR responsibility!

HOSES: ALL HOSES must be in good operating condition and free of any chafing, cuts, or other damage. Any safety equipment recommended to be used with a particular fitting or coupler, such as pins in Chicago-style quick connect fittings, must be used at all times. Fittings must be properly installed to the hose according to manufacturer specifications. Air lines running on the ground should be prominently marked to prevent tripping hazards or damage to the hose. **All air lines 1” in diameter and larger must be cabled to a stationary device.**

THE FOLLOWING ARE STATE OR NATIONAL REQUIREMENTS ENFORCED BY GOVERNMENTAL AGENCIES. THEY ARE NON-NEGOTIABLE.

1. All pressure vessels shall be built to the American Society of Mechanical Engineers (ASME) construction codes. The vessels will have a manufacturer’s nameplate with proper ASME stamping and will be marked with the vessel’s allowable working pressure. A [R] stamp plate to cover modifications. Documentation of any hinging, lifting, and mounting. Pad mounting to tank only.
2. All pressure vessels shall be equipped with ASME approved and sealed relief valve set at or below the allowable working vessel. No valve allowed between vessel and relief valve. The relief valve will need approval by the boiler safety so it is recommended you contact them before purchasing the valve. The owner/user shall assure that the relief valve(s) is functional at all times. The relief valve(s) shall be tested by the owner/user at the time of inspection.
3. Each vessel shall be inspected state of residence Division of Boiler Safety and issued an operating certificate if the vessel meets all the requirements for operation in that State. This certificate and yearly ultrasonic mapping location and history form must be in hand before the machine can enter the field.

4. Each grandfathered vessel (those in use prior to the adoption of these rules) shall have a hydrostatic test conducted in accordance with the test procedures in the national board inspection code. Each grandfathered vessel must be hydrostatically tested every two years and witnessed by a National Board Commissioned inspector and results recorded and presented at time of inspection by the Boiler Safety.
 5. ALL VESSELS regardless of origination, operated at the event, must meet these requirements. ABSOLUTELY NO EXCEPTIONS.
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ADULT CENTRIFUGAL CLASS

- To qualify, a machine shall spin at least one (1) revolution before releasing their pumpkin.
- These machines **REQUIRE BACKSTOPS** approved on an individual basis during inspection.
- **ALL centrifugal machines must be equipped with a safety hub.**

ADULT CATAPULT CLASS

- Machine shall be powered by stored energy of springs, cords, rubber, dead weights, or other mechanical means.
- A mechanical device may be used to cock machine.
- These machines **REQUIRE BACKSTOPS** and must be approved during inspection.

TREBUCHET

- Machine shall consist of swinging or fixed counterweights.
- A mechanical device may be used to cock machine
- These machines **REQUIRE BACKSTOPS** and must be approved during inspection.

ADULT HUMAN POWER CLASS

- Machines can use any kind of stored energy that can be stored by a single person in two minutes. (energy must be stored by the power of this one person, not by other means)
- Contestants shall be given a maximum of two (2) minutes from the start of cocking their machine until fully cocked
- The machine is then locked for safety. (This does not include the three (3) minute rule for being ready to fire.)
- Some may require BACKSTOPS to be approved during inspection.

ADULT TORSION CATAPULT CLASS

- Pumpkins must weigh between 8-10 pounds.
- Machine shall consist of torsion springs or cords that once wrapped around its axle (pivot point) will create stored energy.
- A mechanical devise may be used to cock machine
- These machines **REQUIRE BACKSTOPS** and must be approved during inspection.

YOUTH 11-17 AGE GROUP RULES

1. Entries in these classes must have teams consisting entirely of members between 11 and 17 years of age
2. All machines must be designed, built, set up, loaded, and fully operated by youth of the appropriate age group; in the event that team youth are not able to perform all tasks, the machine will be scored in the appropriate adult class.
3. ALL YOUTH TEAMS must have competent adult supervision at all times
4. ALL **GENERAL COMPETITION** and **MEMBER RULES** apply.
5. Pumpkins must weigh between 4-10 pounds. In the event that a youth team uses an 8-10 lb. pumpkin, their score will be eligible for the overall championship.

Youth Classes and Class-Specific Rules: These rules shall be enforced in addition to the above “Member Rules”, “General Competition Rules”, and “Youth 11-17 Age Group Rules”.

- **Youth 11-17 Air Class:** All “Adult Air” class-specific rules apply.
- **Youth 11-17 Catapult Class:** All “Adult Catapult” class-specific rules apply.
- **Youth 11-17 Trebuchet Class:** All “Adult Trebuchet” class-specific rules apply.
- **Youth 11-17 Human Power Class:** All “Adult Human Power” class-specific rules apply.

YOUTH 10 & UNDER AGE GROUP RULES

1. Entries in these classes must have teams consisting entirely of members less than 10 years of age.
2. All machines must be designed, built, set up, loaded, and fully operated by youth of the appropriate age group; in the event that team youth are not able to perform all tasks, the machine will be scored in the appropriate adult class.
3. ALL YOUTH TEAMS must have competent adult supervision at all times
4. ALL **GENERAL COMPETITION** and **MEMBER RULES** apply.
5. Pumpkins must weigh between 2-10 pounds. In the event that a youth team uses an 8-10 lb. pumpkin, their score will be eligible for the overall championship.

Youth Classes and Class-Specific Rules: These rules shall be enforced in addition to the above “Member Rules”, “General Competition Rules”, and “Youth 11-17 Age Group Rules”.

- **Youth 10 & Under Catapult Class:** All “Adult Catapult” class-specific rules apply.
- **Youth 10 & Under Trebuchet Class:** All “Adult Trebuchet” class-specific rules apply.
- **Youth 10 & Under Human Power Class:** All “Adult Human Power” class-specific rules apply.

THEATRICAL CLASS

1. Pumpkins can be of any weight. No limit or specific range.
2. Pumpkins must leave the machine intact (to stay with the theme).
3. No part of the machine shall cross the firing line. Wadding sounds like fun for this class must look great. You are responsible for cleanup.
4. No age limit.
5. Machines limited to chunking 100' or less. Distance is not the goal – ability to ham it up is the goal!
6. Teams will be judged on the show. Each team can hold as many shows per day that they wish to perform.
7. The selected PCA judges will set judging times.
8. Horn or sound device must sound when firing down range for the safety of the spotter on the field.
9. Any cannon or throwing device on theatrical division must be inspected by safety inspector.
10. See Safety and General Rules.