

SWC 2011: Cat-A-Pult

Catch the Helpless Victims

Supplies:

- 1 piece bungee cord 12' long
- 1 container of 3 helpless victims (stuffed toys)
- 1 cloth square
- 2 5-gallon containers to catch the victims

Launching Area:

Launch area 10' wide	10' wide 40' long	Catch area 10' wide
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Directions:

1. Read all game instructions.
2. Patrol selects 1 person as a scorekeeper. This person will not rotate but will be the scorekeeper throughout the entire game.
Note: This person should have a timing device that can count seconds – if not available, one will be provided by the judges.
3. Scorekeeper immediately reports to the judges.
4. **Do not start until the game-start whistle sounds.**
5. 2 people hold receiving containers no closer than 40 feet from the launching pad.
6. Assemble a delivery device with the bungee and cloth square.
7. At the launching pad, 2 people hold the ends of the bungee with cloth square in place – they must stay within the warning lines.
8. Another person (the Launcher) must stay within the warning lines and launch the victims toward the receiving containers.
9. The 2 people holding the receiving containers may move to catch the victim but must not cross the warning lines.
Note: Victims caught outside the warning lines will not be counted.
10. After the launcher has catapulted 3 victims – whether or not they have been caught:
 - a. The 3 helpless victims must be returned to the launching pad.
 - b. The patrol rotates clockwise so the next person can launch the 3 victims.
 - c. Continue the rotation until the judges sound the stop whistle – after 15 minutes.
11. After the stop whistle sounds:
 - a. Scorekeeper records the total number of victims caught then gives the sheet to the judges.
 - b. The patrol quickly returns all supplies to their launching pad.
 - c. Give your patrol yell.

Scoring: The largest number of victims caught within 15 minutes. If needed, the first victim caught will be the tie breaker.

SWC 2011: Cat-A-Pult Scorekeeper Sheet

Scorekeeper Rules:

1. Write down the time when the patrols' **first** victim is caught.
2. Record the number of victims caught.
Note: Victims caught outside the warning lines will not be counted.
3. At the end of the game, give this completed score sheet to the judges.

Scoring: The largest number of victims caught within 15 minutes. If needed, the first victim caught will be the tie breaker.

Patrol Name	Time 1 st Victim is Caught	# of Victims Caught

SWC 2011: Cat-A-Pult Game Rotation Score Sheet

Game Rotation #: _____

	Crew/Troop/Pack Name	Time 1st Victim is Caught	# Victims Rescued	Rotation First Place Winner
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				

**SWC 2011: Cat-A-Pult
Winner Score Sheet**

Place	Crew/Troop/Pack Name	Time 1st Victim is Caught	# Victims Rescued
1.			
2.			
3.			