

## **2013 MallowGun Player Instructions:**

Each team must gather behind their start line to read the instructions. You may start immediately.

One team member at a time may cross the start line and run to your team's supply bin. That person may select one item from the supply bin and return it to the assembly area. All team members must participate in the retrieval of supplies. No member may run twice until every team member has run once.

You must use the supplies you have retrieved to construct a MallowGun. Your completed MallowGun must look like the picture at the bottom of this page. When you have completed your MallowGun, use your team's template to verify that you have built it correctly. Note that straight pipes are cut in lengths of 2", 3", 4", and 5". If a piece or section appears  $\frac{1}{4}$ " too long for the space, it probably needs to be pressed together more tightly.

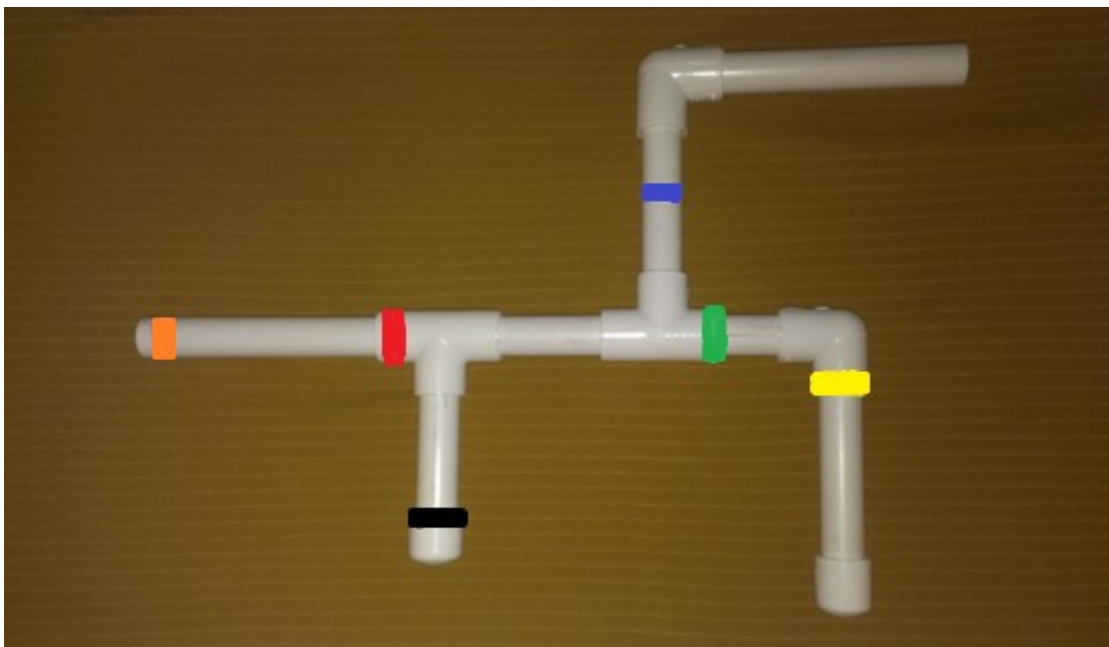
Once you have a MallowGun, one team member at a time may cross the start line and run you your team's shooting range. Load your MallowGun and fire once at the target. You may not step over the shooting line. If a marshmallow falls on the other side of the line, you may reach across the line to retrieve it. Each marshmallow in your team's target bin will score. Return to the start line and allow the next team member to run to the shooting range. The MallowGun may not be left at the range. No member may shoot twice until every team member has run once. The shooter and the MallowGun must return to the start line between each shot.

For sanitary purposes, each player has been issued a mouthpiece to place over the breech of the gun. You must use a mouthpiece when firing the gun.

Points will be awarded based on MallowGun construction and shooting accuracy.

If you are able to empty your team's marshmallow ammunition supply, give your Patrol Yell and the officials will mark your time.

Stop running or shooting immediately when the official blows the whistle to end the game. The judges will count the number of marshmallows in your scoring bucket and judge your construction after the whistle. After your MallowGun has been judged, please disassemble it and return all pieces to the supply bin.



## MallowGun Scoring:

Scoring Summary:

MallowGun shape and coloring will be checked with the template.

For a MallowGun with the correct size and shape: 15 points

For a MallowGun with all colors in the correct locations: 10 points

For each marshmallow in the target bucket: 1 point

Tiebreaker: For equal high scores, the team that finishes (build and shoot) first is the winner.

Team Name and Unit	Size and Shape Correct 15 points	Color Locations Correct 10 points	Marshmallows in the Target Bucket 1 point each	Completion Time	Total Points

Judges Notes: