



Kill the King Mousetrap Catapult



Eligibility

Three (3) teams of two (2) members per chapter

Time Limits

Catapult must be Built On-Site! [All catapults will be inspected for safety as well as authenticity]

Procedure

1. Participants report to the event area at the time and place stated on the conference map and program.
2. Allow each team to fire 3 shots : 2 red & 1 green
3. Know the green beanbag counts for double points
4. They may fire their 3 shots in any order
5. Team with the highest score total of the 3 shots wins
6. In case of a tie, a run off round at 15' may take place.
7. Have contestants take 2 or 3 practice shots for each team.

Regulations

Build a catapult capable of launching mini beanbags (2") at a target 10 to 12 feet away.

1. The source of power will be a standard, non-modified Victor mousetrap
2. The swing arm will be a 1/4" dowel, maximum length of 15" long, with a spoon or similar holding device for holding the beanbag
3. Create a release mechanism using a minimum of 5' of string
4. You may add a stop bar to the catapult

5. You may include a wedge or mechanism to increase/ decrease the angle of attack



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6. Create a base by stacking and gluing together 18" x 18" pieces of cardboard until you reach a depth of 1 to 1 ½"
7. The mousetrap is to be securely mounted to the base

Materials

1. Standard, non-modified Victor mousetrap
2. ¼" dowel, maximum length of 15" long
3. Spoon or similar holding
4. 5' of string
5. Cardboard
6. Can use PVC, Plastic, wood, hardware, paracord, robe, string, glue