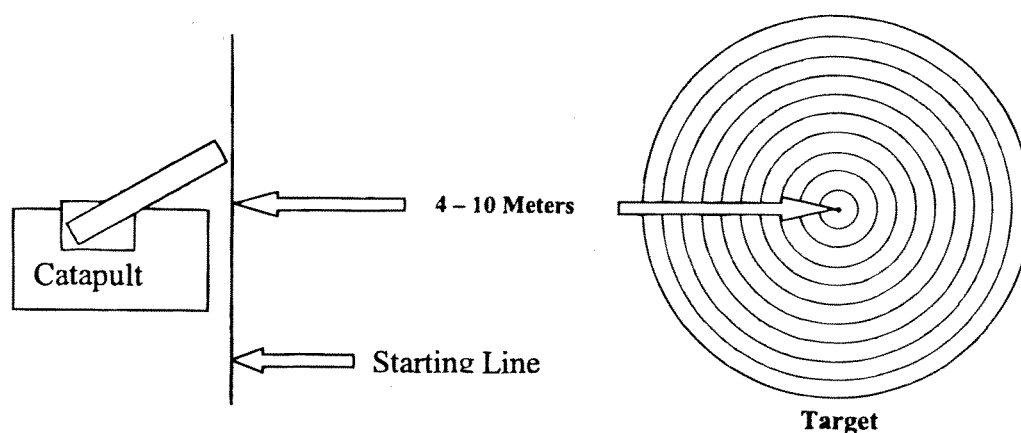




5. No part of the catapult may extend beyond the starting line.
6. Contestants will shoot three (3) different rubber bands.
7. Rubber band maximum size limit: 22 cm. (length, not circumference) measured with the rubber band suspended freely, under only its own weight, from a nail or similar object. Rubber bands may not be knotted, linked together or attached to any other material.

#### Scoring:

1. The score for each shot will be determined by the smallest ring (highest number) any part of a rubber band is touching or inside of when it comes to rest. The smallest ring is worth twenty (20) points, with each successively larger ring worth 1 less point.
2. In addition to the 20 points for the smallest ring, an "X" will be awarded for all shots where any part of the rubber band is touching or within the center dot.
3. The final score will be equal to the sum of the numerical scores for all three shots.
4. The greatest number of points determines the winner.
5. Ties will be broken in favor of the team with: first, the most Xs; second, the most twenties (20), continuing with nineteen's (19) thru ones (1). Any remaining ties will be broken in the same manner comparing each shot, 1st thru 3rd, in order.
6. If ties still exist, the team with the best-prepared data table will win.

Turn in catapult, marked with team name and number, prior to the start of the tournament.

**3 rubber bands will be provided for all teams. Each team takes 2 trial shots – these scores Can count.**

