

Medieval Fantasy Festival 2009

Ratapult Entry

Assigned # _____ Fee Paid _____

Check one: _____ Have rat from 2008 _____ New rat in 2009

Contact/Team Captain _____ Over 18 yes no
Other Team Members _____

Best Phone # Day _____ Eve _____

Address _____

City _____ State _____ Zipcode _____

Email _____

Name of Rat _____
 (For costumed divisions. You may wait until check in at festival to give name)
 _____ Check here if your rat will be in the costume contest ONLY. (Will not fly in Ratapult)

Name of Machine _____
 (For building your own machine division. You may wait until check in at festival to give name.)
 School or Business represented _____

- | <u>Division Entered</u> | <u>Check One</u> |
|-------------------------|---|
| _____ I. | (\$20) **Costumed Ratapult (entry fee good for both days) |
| _____ | (\$10) (already have rat from last year) |
| _____ II. | (\$20) **Same Day Ratapult / Ratabuchet (no costumes) |
| _____ III | (\$20) **Trebuchet built by Entrant (H. S. Scholarship available) |

** Rat supplied at receipt of entry and fee. **Stuffing is provided for Same Day Rats Only.**
 Contestants must be checked in before start of Pied Piper Parade or their division. Allow at least 30 minutes. Entry fees are not refundable. Checks should be made to DVBID. Applications may be mailed to Ratapult, Medieval Fantasy Festival, 311 Parker St., Vacaville, CA 95688 If you are mailing in your application, please make arrangements to pick up your rat.

All participants must read and sign the three agreements on page 2

For Judges Use Only At Check In

Parade Participation Circle one Sat Yes No Sun Yes No
 Costume Contest Winner? Sat _____ Sun _____

Weight Sat OK Over Sun OK Over

Best Launch in feet – Sat _____ Sun _____
 Circle One Trebuchet. Catapult Trebuchet Catapult

All participants must read and sign the three agreements which follow. This is required by the City of Vacaville, the Downtown Vacaville Business District, and the Medieval Fantasy Festival Committee.

Agreement 1.

Photograph release

I have agreed that the Medieval Fantasy Festival and the DVVID may use my likeness in any brochure or promotional materials that will be used to promote the Festival or other Downtown events.

Agreement 2.

This is a family oriented event and there can be no profanity or sexually explicit language. Participants can not be under the influence of drugs or alcohol. Appropriate attire must be worn at all times. As the main contact you are responsible for any others that are with you and may be subject to scrutiny by the DVVID and the City and / or the Police Department.

Agreement 3.

NOTICE: The Medieval Fantasy Festival, the Downtown Vacaville Business Improvement District, and the City of Vacaville do NOT provide liability insurance for the protection of persons, organizations, businesses, groups, spectators or others who may participate in the Medieval Fantasy Festival. In exchange for permission to participate in the Medieval Fantasy Festival event and any and all related activities (collectively the "Event"), THE UNDERSIGNED, on behalf of the below listed organization, business or group, including their officers, employees, and volunteers, and/or myself, my personal representatives, heirs, next of kin, family, relatives, guardians, conservators, executors, administrators, trustees and assigns, ACKNOWLEDGES and AGREES to the following:

1. I HEREBY RELEASE, WAIVE, DISCHARGE AND COVENANT NOT TO SUE: the Downtown Vacaville Business Improvement District and / or the City of Vacaville, other participants, operators, officials, or any persons, sponsors, advertisers, owners and lessees of premises used to conduct the Event and each of them, their officers, officials, contractors, agents, employees and volunteers (collectively the 'Released Parties'), from any and all liability to the undersigned, for any and all loss or damage, and for any and all claims or demands for injury to person or death or damage to property of the undersigned, whether caused by the negligence or other legal fault of the Released Parties, arising out of or in connection with the undersigned's participation in the Event.
2. I HEREBY ASSUME FULL RESPONSIBILITY FOR ANY AND ALL RISK OF BODILY INJURY, DEATH, AND/OR PROPERTY DAMAGE due to the negligence or other legal fault of the Released Parties, arising out of or in connection with my participation in the Event. I expressly acknowledge and agree that participation in the Event may be of a hazardous, strenuous, and/or physical nature, and may involve interaction with other participants.
3. I HEREBY AGREE TO DEFEND, INDEMNIFY AND HOLD HARMLESS the Released Parties from and against any and all liability, loss, expense (including reasonable attorneys' fees and expert witness fees) or claims for injury or damages arising out of my participation in the Event, but only in proportion to and to the extent such liability, loss, expense, attorneys' fees and/or expert witness fees, or claims for injury or damages are caused by or result from the negligence or other legal fault of the undersigned. Acceptance of required insurance certificates and policy endorsements does not relieve undersigned from liability hereunder and shall apply to all damages and claims of every kind suffered, or alleged to have been suffered, by reason of undersigned's negligence, misconduct, or other legal fault regardless of whether or not such insurance policies shall have been determined to be applicable to any of such damages or claims for damages. These provisions shall survive any termination of the Agreement.
4. I FURTHER EXPRESSLY AGREE AND ACKNOWLEDGE that the foregoing Agreement is intended to be as broad and inclusive as is permitted by law, and that if any portion of this Agreement is held to be invalid, the balance shall continue in full force and effect.

I HAVE CAREFULLY READ THIS AGREEMENT AND FULLY UNDERSTAND ITS CONTENTS. I AM AWARE THAT THIS IS A RELEASE OF LIABILITY AND A BINDING CONTRACT. I VOLUNTARILY AGREE TO EACH OF THE TERMS AND PROVISIONS HEREIN AND SIGN THIS AGREEMENT OF MY OWN FREE WILL. I FURTHER AGREE THAT NO ORAL REPRESENTATIONS, STATEMENTS OR INDUCEMENTS APART FROM THE FOREGOING AGREEMENT HAVE BEEN MADE.

Signature	Printed Name	Date
Parent or Guardian if under 18		

Signature	Printed Name	Date
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2009 Ratapult Information Sheet to accompany Entry Form

SAFETY FIRST! Remember that there is an element of danger in making and operating trebuchets. They can misfire and behave unpredictably. Standing behind them is never a good idea. Adult supervision is very strongly advised. Use common sense, care, and focus on what you are doing and what folks around you are doing.

Allow plenty of time to check in before the launch. **Check in begins at 9:30** at corner of Merchant & Parker Sts. Be patient if there are many rats waiting to fly!

Ratapult Schedule		
Time	Saturday	Sunday
9:30	Inspection / Test - Div. III	I
10:30	Div. III – Machines Built by Ind. / Team	
11:00	Pied Piper Parade	Pied Piper Parade
11:30	Ratapult Costume Contest I A	Ratapult Costume Contest I A
12:00	Ratapult Launch I B followed by	Ratabuchet Launch I B followed by
	Short Break	Short Break
1:00	Same Day Ratapult II (time approximate)	Same Day Ratapult II (time approximate)
2:30	Kids Rat Hurling	Kids Rat Hurling

Schedule is subject to change. Check early at the Festival
Please note: Costumed Rat Entries must provide their own stuffing / weight.
Stuffing will not be provided except for same day rats.

Divisions

I. Costumed Ratapult Rat

Part A. Costume Contest

- Fee \$20 with new rat. (\$10 with returning 2008 rat)
- Rat and fee are good for both days.
- Rat will be assigned a number
- Rat must also be named - name due by check-in at festival.
- Costumes should be designed with Medieval or Fantasy themes.
- **Festival will not supply stuffing for costumed rats (only for same day rats)**
- **Team captains or their designate are expected to walk with their entries in the Pied Piper Parade as part of the contest.**
- If you don't want your rat launched, check 'costume contest only' on entry form.
- No rats with hard, sharp, or other 'hurt when they hit' parts are allowed. If you wish to have the rat still keep its puppet capabilities, you may use Velcro, safety pins, or lacing to keep removable stuffing inside during launch.
- Points will be given for originality, humor, and creativity. Remember this is a family oriented event. Points are also given for heraldry, and puppet behavior during parade.
- Wear, Tear, and Dirt from being in action in Saturday's Ratapult shall not disqualify or discredit rat from Sunday's competition, but shall be seen as badge of honor.
- While not required, costumes are admired on entry 'handlers' as well.

Part B. Launch from Festival Machines

- **Each contestant will have one try on the catapult and one on the trebuchet. Two prizes will be awarded each day.**
- Stuff your own rat. Suggested stuffing - dried beans, corn, lentils.
- Please do NOT use rice – we learned it may be harmful to birds. Stuffing must be double bagged. (Old nylon stockings are recommended, We learned that plastic bags split and netting tore.) Seal with safety pins, velcro, or by lacing or sewing..
- **Total** weight of rat when launched may not exceed two pounds
- If coats of arms, heraldic banners are supplied, they will be announced and displayed by the heralds when the rat's turn comes.
- Ratapult expert will place rat in machine and fire them. Longest distance within the 'field' determines winner.
- Rats caught in trees, that land on roofs, or that hit spectators are disqualified. Roof rats are considered forever lost. No roof retrieval will be allowed.
- Landing will be marked with masking tape, rat #, and machine.
- In case of a tie, another launch is required

Div. II. Same Day Ratapult & Ratabuchet (No Costumes)

Rules from Div. 1 B apply

Rats will have a 'bib' with logos or numbers attached.

Bibs and Stuffing will be supplied.

III. Trebuchet Contest - Built by Individuals, Teams or Families

Two cash prizes may be awarded.

Event description

Part A Contestants will launch a standard "squoosh" rat from their own designed and built machine. Rat will be launched into a target area using only the energy from a falling counterweight. The standard "squoosh" rat is about six inches long (not including the tail) and weighs about 3 ounces. Success will be measured by distance forward.

Ten minutes will be given to each trebuchet for 3 tries. Each launch hit will be marked by the officials, where the rat comes to rest, with tape, entry number and try #.

Part B Same thing repeats with accuracy as a criteria. The target will be a chalked area.

Building Your Machine; Rules and Competition Standards

It is your responsibility to make sure you understand the requirements and that your machine meets our standards. All decisions by the judges will be final.

1. All machines must be assembled and ready to test at 9:30 AM Sat.

2. Machines may not use springs or rubber bands. They may not use any water propulsion, explosives, or other forms of energy that is not typical of the traditional trebuchet. The only energy allowed is from a falling counterweight.

3. All trebuchets will be inspected for safety. Judges will check for unnecessarily loose components or ones that disconnect where they should not. Any Trebuchet deemed to be unsafe will be disqualified. Judges may also halt an entry because of mechanical, breakdown problems or safety issues. The judge has the final word.

4. The counterweight must weigh no more than 30 pounds. Counterweights must not come off during competition.

5. Qualification at check in time is not once and for all. Trebuchets are subject to random checks at any time to ensure safety. If judges missed a safety issue earlier, they still have the right and the responsibility to make sure the competition is safe and fair.

6. Your trebuchet must be triggered remotely from at least one yard away.

7. All trebuchets must be built by the competitors and must be brought to the competition assembled and tested before hand.

8. All trebuchets must appear to be, and be demonstrably safe to our judges. Any misfire must not be capable of hitting bystanders or the operator. Weights and braces to immobilize the trebuchet for safety are encouraged. Stakes will not be allowed, as the competition will take place on a closed off city street.

9. Rats for launch will be supplied by the festival. For practice purposes you will be given a rat when you turn in your application. Fresh standard squoosh rats will be used for the competition. No modification of the rats will be allowed in competition.

10. Trial launches will be allowed during inspection at 9:30 AM Any team launching unauthorized objects or at an unauthorized time or place will be disqualified.

11. For safety reasons, do not leave your trebuchet unattended. No individual built machines will be allowed to remain overnight.

12. Machines will be off limits to anyone except staff, judges, and team members.

13. The winner(s) will receive a cash prize.

IV Rat Hurling under Kid power.

- For children under 9 only.
- To enter, be at the Ratapult area no later than 2:30 PM. When the Ratapult launches are over, the call will be made to line up and get your rat.
- Each child will receive a numbered rat and a numbered card.
- Judges may decide to divide contest by age groups or size of children
- Contestants will stand behind line and throw their rats when signal is given.
- Winner will be determined by distance within the field..
- Where the head of the rat comes to rest will determine the distance.
- Children may enter each day.
- Rats must be returned when rat hurling is over.