

# Official Rules

- Teams consist of 3 persons. Team members must be 18 or older and will be required to sign a liability waiver.
- Event is maxed at 60 teams.
- Elimination bracket is based off the number of teams registered. If there are 30 or less teams registered, this will be a standard single-elimination bracket. If there is 31 or more, we will use a customized bracket in which 3 teams will be in the launch zone at a time for the first 2 rounds. Two teams will be eliminated with only 1 team moving forward.
- Teams will have a total of 3 minutes to set up launching mechanism on launch zone. Team Captains, upon entering the competition launch zone, will draw for high card to determine the order of launching, Ace high.
- For safety reasons, only the 3 registered persons per team are permitted in the designated launch zone during their scheduled launch, along with our highly trained NALC Staff and Volunteers are permitted in the arena. All other teams or spectators will remain outside of the competition arena.
- Launch zones are 20ftx20ft square. The 3 team members and the device must remain within those boundaries the entire round. If a team member or the device is outside the launch zone, the team will get one (1) verbal warning. On a second occurrence the team will be penalized by missing a turn or not recording the last score.
- If a mechanism breaks, the team has until their next turn to fix their device. If the device breaks in between launches, they have until the next launch to fix their device. All launches before the device breaking will still count.
  - No team shall launch with a device they know is not functioning properly. Due to the safety of launching with a device that is defective, a team that knowingly and willingly launches with a broken device will be automatically disqualified.
  - If a device breaks in the middle of a launch, that launch will still be counted. There will be no re-launch. The device must be fixed before the next launch.
  - All tools needed to fix device must be in the launch zone, there will be no leaving the launch zone during the round.
  - If the team whose device broke, gets the highest score using qualified launches, they still move forward. The device must be fixed before next round of they become disqualified to compete, forfeiting the competition.
- There is a designated 'enter' and 'exit' for competitors and their mechanism.
- The northeast end of the arena will be the 'enter' and the northwest end of the arena will be the 'exit'.
- There will be a launch zone attendant outside the arena at the entrance and exit to help judges and competitors.
- Each team is allotted 30 seconds to launch. The 30 seconds begins when the judge tells the team it is their turn to launch. If the team does not have the avocado launched within 30 seconds, they forfeit that launch turn and must wait for the next.

- Teams have the freedom to question the judge's ruling. There is a no tolerance policy for aggression, physical or otherwise towards judges. This will result in immediate elimination.
- Teams will alternate shooting 3 avocados each, with a time limit of 30 seconds per launch, to earn points and move on to the next round. Each target, or cattle tank, will be propped up slightly. To hit the tank, you will need to launch the avocado into the air. The avocado must contact a target in order to get points (side or top). Bouncing (from the ground to the tank) does not count. The distance to the target zones are (pretty close):
- Front – 170 ft.  
Center – 200 ft.  
Back – 230 ft.  
Width of Total Target Zone – 60 ft.
- Tiebreaker will be decided by a shootout. Each team will get 1 avocado to launch one at a time. Team captain of each team in the tiebreaker will draw a card (Aces high) to decide which team launches first. If there is no winner, teams will try for a 2nd tiebreaker. If there is no winner, each team caption will draw a card and the higher card (Aces high) will move forward to the next round.
- In the event there is a tie in the final round, the teams will have up to 10 tiebreaker rounds before settling on a card draw where higher card (Aces high) will be announced as the winner.
- Prize Money will be awarded to the Final 4 and trophies awarded to the Champion and Runner-up. A true 3rd and 4th place will be determined, not by launching, but by whichever team accumulated the most points during the entire competition, will be considered 3rd place.
- Champion – \$5,000
- Runner-up – \$4,000
- 3rd Place – \$2,400
- 4th Place – \$1,200