

2024 National Avocado Launching Championship Presented by the U.S. Army-Rules Document

Friday, September 13th, 2024

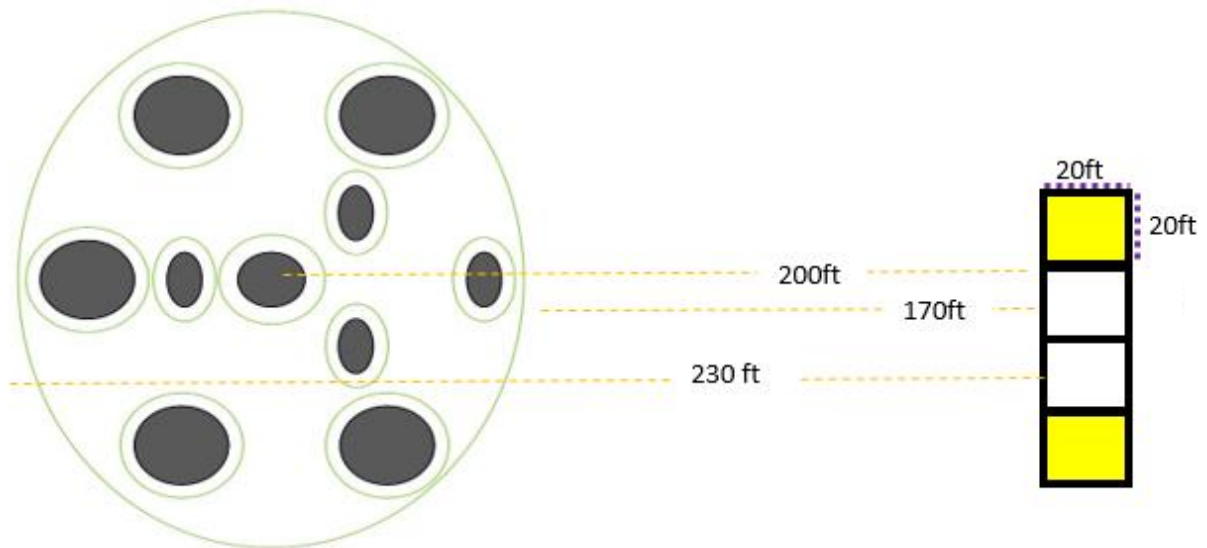
- Device Testing

Saturday Order of Events

- Registration
- Mechanism Inspection
- Pre-event Meeting
- National Anthem
- Round 1 Pool Play
- Round 2 Pool Play
- Single Elimination Bracket

Target Zone

- Target zone is 60ft diameter. The entire 60-foot circumference is roped off. Inside the circle will be targets, or cattle tanks, that are propped up slightly with point values painted on them. To hit the target zone, you will need to launch the avocado into the air. The avocado must contact a tank to get those points (side or top). Bouncing (from the ground to the tank) does not count for value on tank and will be awarded points from the initial bounce contact point, if applicable. Each tank has a roped off perimeter with point value. If the launch lands within the rope around the tank, the point value is 10. If the launch lands outside the tank rope, but within the roped off larger target area, the point value is 5. The distance to the target zones area (approximate):
 - Front – 170 ft.
 - Center – 200 ft.
 - Back – 230 ft.
 - Width of Total Target Zone – 60 ft.



*  If needed, these two launch zones will be used during Test Day on Friday and Pool Play on Saturday only. When starting the Bracket Play, these two will be removed and it will be a head-to-head competition.

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Pool Play

- At registration, each team will be added to the Pool Play list. Depending on the number of teams registered, teams will launch in groups of 2 or 4 teams during Pool Play.
 - No competitor is allowed on multiple teams.
 - No two teams can use the same launching mechanism.
- During Pool Play, teams are not competing against each other, but are competing to get onto the single elimination bracket.
- The team in launch zone 1 will launch first and then the team in launch zone 2 will launch second, then launch zone 3, then launch zone 4.
 - Team listed first is in launch zone 1, or north zone.
 - The second team listed will then go into launch zone 2
 - Third team listed will be in launch zone 3
 - Team listed last, is in launch zone 4, or south zone.
- Teams will alternate launches until each team has launched 3 avocados following all ****general NALC** rules.
- The official scorer will be calculating every launch for every team. The teams with the highest TOTAL score using all SIX (6) Pool Play launches will be added to the bracket until the bracket is full.
 - If/when there is a scoring tie with more teams than spaces left on the bracket, those teams with the tied score will move into a “Wholy Guacamole Toss Off” (see separate rules) to determine which of those teams will fill the bracket.

Bracket Play

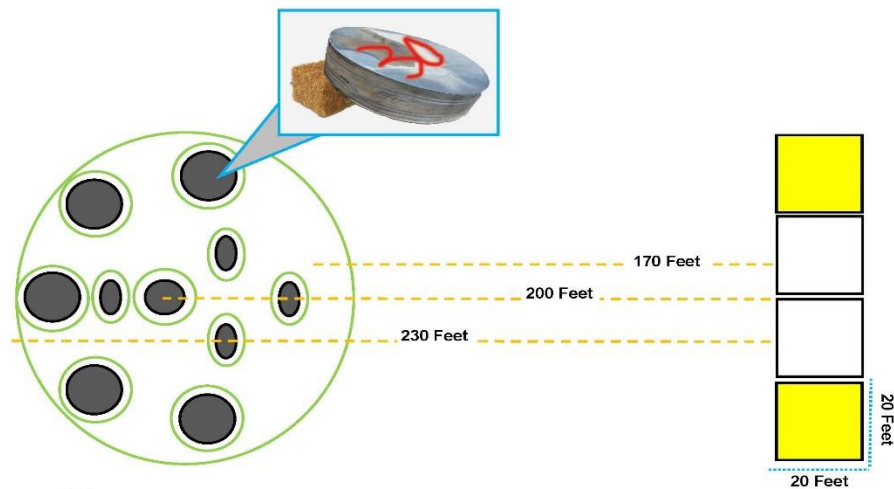
- The top sixteen (16) teams with the highest TOTAL score from the SIX (6) Pool Play launches/Wholy Guacamole Toss Off will compete using a single elimination bracket.
- Bracket placement will be determined by Pool Play scores.
 - No competitor is allowed on multiple teams.
 - No two teams can use the same launching mechanism.
- There will be two launch zones: Launch Zone 1 (north zone) and Launch Zone 2 (south zone)
- The team in launch zone 1 will launch first and the team in launch zone 2 will launch second.
 - Team on the top of the bracket are in launch zone 1, or north zone
 - Team on the bottom of the bracket are in launch zone 2, or south zone
- Teams will alternate launches until each team has launched 3 avocados following all ****general NALC** rules.
- The team with the highest ROUND score will move on to the next round. The other team will be eliminated.
- In the event of a tie, teams will go into a tiebreaker, up to 2 tiebreakers per round.
 - Teams will use *****Rock, Paper, Scissors (RPS)** to determine which team will launch first. If a second tiebreaker is needed, the person who lost RPS will shoot first on the second tiebreaker.
 - Each team will launch ONE (1) avocado and the highest score will move on.
- Teams are allotted 2 tiebreaks per round, except the Championship Round can play up to TEN (10) tiebreakers.
- If there is still no winner after the tiebreaker rounds, teams will move into a “Wholy Guacamole Toss Off”.


**General Rules

- These rules have been set and determined by the National Avocado Launching Championship (NALC) committee and if any person or persons do not follow these rules, the entire team will be disqualified.

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- Teams consist of UP TO 3 people. Team members must be 18 years old or older and will be required to show identification and sign a liability waiver.
 - Teams are allowed to be less than 3 people if the device can be transported and launched safely by fewer than 3 people.
 - All team members that will compete must be at registration or will be unable to compete.
- There will be **NO** testing of a device on Saturday before the competition. If you would like to test your device before Saturday, you will be required to reserve a test time during the Friday evening Test Event.
 - This is not only a competition rule, but a facility rule. If a team is caught testing their device on Saturday, they will be given 1 warning and then disqualified.
- **NO** outside alcohol will be allowed. Food and beverage will be available for purchase onsite.
- Teams will have a total of 3 minutes to set up their launching mechanism in the launch zone and 30-seconds per launch.
 - 30 seconds begins when the Judge tells the team it is their turn to launch.
 - If the avocado is not leaving the device within the 30 seconds, that launch is forfeited.
- Target zone is 60ft diameter. The entire circumference is roped off. Inside the circle will be targets, or cattle tanks, that are propped up slightly with point values painted on them. To hit the target zone, you will need to launch the avocado into the air. The avocado must contact a tank to get those points (side or top). Bouncing (from the ground to the tank) does not count for value on the tank and will be awarded points from the initial bounce contact point, if applicable. Each tank has a roped off perimeter with a point value. If the launch lands within the rope around the tank, the point value is 10. If the launch lands outside the tank rope, but within the circumference of the target area, the point value is 5. Only the initial touch point will be counted for point value. The distance to the target zones area (approximate):
 - Front – 170 ft.
 - Center – 200 ft.
 - Back – 230 ft.
 - Diameter of Target Zone – 60 ft.
- There will be judges near the launch zone as spotters to determine points earned.



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Mechanism Rules

- Only authorized devices will be permitted.
 - Only manual power, no addition propellants (no gas, fire, compressed air, etc.)
 - No throwing by hand will be permitted.
- For safety reasons, only the registered team members are permitted in the designated launch zone during their scheduled launch. Only current launching teams along with our highly trained NALC Staff and Volunteers are permitted in the arena. All other teams will remain outside of the competition area. Spectators are to remain on the south side of the fenced area of play for the duration of the competition.
- Launch zones are 20ft x 20ft square. The team members, the device, and any tools that may be needed in case of a mechanism break 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 according to the following:
 - If the team still has a launch left, they will forfeit a turn.
 - If they have finished their launches, the last launch score will be scratched.
- 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 breaks 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.
 - If the team whose device broke, gets the highest score using qualified launches, they still move forward unless the team deems their device as NOT fixable, then the other team, although not the round winner, moves on.
 - The device must be fixed before the next round or they become disqualified to compete, forfeiting the competition, and giving a BYE to their next opponent to move forward in the bracket competition.
 - All tools needed to fix device must be in the launch zone, there will be no leaving the launch zone during the round.
- There is a designated 'enter' and 'exit' for competitors and their mechanism.
- There will be a launch zone attendant to help judges and competitors.
- Prize Money and medals will be awarded to the last 4 remaining teams.
 - Champion – \$3,500
 - Runner-up – \$2,000
 - The Other Two – \$750 each

***Rock, Paper, Scissors (RPS)

- Standard Rock, Paper, Scissors, Shoot game will be used to determine order of launch during tiebreakers or Wholy Guacamole Toss Off.
- A team representative from both teams will perform a RPS duel to determine order of launch/toss.

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- Players start each round by saying, “rock, paper, scissors, shoot!” On “shoot,” each player holds out their fist for rock, flat hand for paper, or their index and middle finger for scissors.
- Rock crushes scissors, scissors cut paper, and paper covers rock.

*****"Wholy Guacamole Toss Off" - Pool Play**

- Each competing team will select ONE (1) representative to play in the Wholy Guacamole Toss Off (WGTO).
 - This person cannot change during the duration of the WGTO.
- Tosser will stand in designated Toss Zone.
- They will toss a standard Cornhole bag at a Cornhole Board.
 - Distance will be at 27' from Toss Zone line to front of the board, to comply with ACL (American Cornhole League) ruling.
- The order of tossing will be determined by drawing a number before tossing.
- Each tosser will get ONE (1) toss to make the bag into the hole in the board.
 - Winner is NOT determined by first shot in, each tosser gets 1 to 1 tosses.
- During the first round of WGTO, all the players who make the shot move into the ‘winner group’ and all those who do not make it move into the ‘loser group’.
 - If less people are in the ‘winner group’ than slots left on the bracket, all the ‘winner group’ teams will move onto the bracket play and the ‘loser group’ will start a new round to compete for the remaining slots on the bracket.
 - If more people are in the ‘winner group’ than slots left on the bracket, every team in the ‘loser group’ will be eliminated and the ‘winner group’ will continue to compete until the slots on the bracket have been filled.
- If more than ONE (1) round is needed to be played, winner/loser groups will be erased and the round begins completely over.
- Rounds will continue until the bracket is full.

******"Wholy Guacamole Toss Off" -Bracket Play**

- Each competing team will select ONE (1) representative to play in the Wholy Guacamole Toss Off.
 - This person cannot change during the round but can change if the team ends up in a new WGTO in future rounds.
- Tosser will stand in designated Toss Zone.
- They will toss a standard Cornhole bag at a Cornhole Board.
 - Distance will be at 27' from Toss Zone line to front of the board, to comply with ACL (American Cornhole League) ruling.
- The order of tossing will be determined by ***Rock, Paper, Scissors.
- Each tosser will get ONE (1) toss to make the bag into the hole in the board.
 - Winner is NOT determined by first shot in, each tosser gets 1 to 1 tosses.
- Rounds will continue until ONE (1) tosser makes the shot and the other team does not.