

Tabletop Siege Engine Competition  
At Melon Wars V  
Shire of Flinthyll

**The rules:**

1. A siege weapon to participate in the contest must be grounded (engines cannot be hand held or hand aimed) and be safely able to throw a golf ball. Engines that can not throw a golf ball with in the safe dimensions of the target area shall be disqualified.
2. Entry size no bigger then: 2 ft wide by 2 ft long by 2 ft high
3. The ammunition will be a golf ball (supplied)

**Entrees will judged by:**

1. Workmanship
2. Period design (Just a 3x5 card is all that is needed "time period used, culture used in")
3. Accuracy of shots (best 3 of 5) range is about 25 yards vertical target, 4ft x 4ft target

For more info please contact  
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