



**SPECIAL OLYMPICS OREGON**  
**PLANE PULL**



## **2023 Plane Pull for Special Olympics Oregon Rules and Guidelines**

### **TEAMS**

Pullers can compete in a division of their choice which will determine how many can be on their team.

- Elite teams are made up of no more than 6 Pullers.
- Unified and Conqueror teams can recruit up to 10 Pullers to compete.
- Law Enforcement Torch Run (LETR) members can be part of either Conqueror or Elite teams.
- Individuals can only pull on one team.
- Help support us in reaching our event fundraising goal of \$135,000. To ensure that our Special Olympics Athletes receive the support they need, we kindly request that each team raise \$100 per participant. If you have a team of 6, your goal is to raise at least \$600. Likewise, a team of 10 should aim to fundraise \$1,000.
- Pullers must be 12 years of age or older. Pullers who are under the age of 18 must have a parent or guardian's signature on the waiver.
- Wristbands will be provided at registration for each puller.

### **TEAM COMPETITIONS**

- Each team will have one pull.
- To qualify, each team must pull the plane 50'.
- On the starter's signal, the pull time will begin. After the team pulls the aircraft the required 50 feet, the stopwatch is stopped and the elapsed time is recorded as the team score.
- Timing begins when the flag drops and stops when the aircraft has traveled the correct distance in feet (marked with chalk) measured by the front wheels.
- The Top 3 fastest teams will be awarded a trophy for each category.
- The Top Fundraising Team will win a prize.
- The Best Team Costume will win a prize.

## THE EQUIPMENT

Each team will go head-to-head Pulling against a **NASA Gulfstream II Shuttle Simulator**, weighing nearly 40,000 pounds.

Teams line up adjacent to a rope attached to the aircraft. No rope attachments are allowed (i.e., Velcro), and the rope may not be knotted. Teams may station their Pullers on the rope in any order but may not tie the rope around the anchor Puller. If a Puller falls during the Pull and cannot get up quickly, they should roll away from the rope.

## TIMING

On the starter's signal, the Pull time will begin. After the team pulls the aircraft the required 50 feet, the stopwatch is stopped and the elapsed time is recorded as the team score. Timing begins when the flag drops and stops when the aircraft has traveled the correct distance in feet (marked with chalk) measured by the front wheels.

Two primary timers and one back-up timer are used. The official time is the average of the primary timers. The back-up timer will be used if a malfunction occurs with a primary timer.

The signal to begin the Pull from the referee is a verbal "Ready; Set" and the sound of a whistle. Pullers may remove slack from the rope but may not begin pulling until signaled. Any team that is issued a false start by the referee will receive one re-Pull. The referee will signal the end of the Pull. Pull times will be listed on the scoreboard kept on the runway.

A re-Pull is awarded only due to a malfunction in timing and/or plane equipment or a false start. The decision to allow a team to re-Pull is made collaboratively by the event referee and event chair.

## RULE ENFORCEMENT

Any issues that arise during a team's Pull will be addressed by the referee and event chair. Their decision is final.

## CODE OF CONDUCT

1. Understand, appreciate, and abide by the rules of the event.
2. Respect the integrity and judgment of officials and staff.
3. Respect the other teams.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.

***\*\*Any Puller demonstrating severe unsportsmanlike behavior such as, but not limited to verbal or physical abuse of officials, participants, or spectators will be ejected from the event.***