



24th Annual
da Vinci Days
GRAAND KINETIC CHALLENGE
July 15 - 17, 2016
GEARING UP...

<http://www.davincidays.org/races-revelry/graand-kinetic-challenge>



SCHEDULE

FRIDAY, JULY 15th

5:00 pm - 9:00 pm: REGISTRATION & PACKET PICK UP – dVD/GKC Graand Central (Benton County Fairgrounds)

SATURDAY, JULY 16th

8:00 am – 9:00 am: REGISTRATION & PACKET PICK UP – dVD/GKC Graand Central

9:00 am – 12:00 am: TECH CHECK-IN & JUDGING – dVD/GKC Graand Central

Check in with the race officials at your **assigned time between 9:00 and 11:50**. Jen-O will call you to assign check in times after you have registered. If you are late for your assigned time, the amount of time you are late **will be** added to your race time. Be prepared to impress the Tech Check Judges and demonstrate your steering, brakes, and emergency exit.

Judging will begin right after Tech Check. This is the racers' chance to hob-nob with the Press, impress the Judges, and wow the crowd. You will enter and progress through the gauntlet of each judging station (Art and Engineering) ending up at Pageantry for your song.

You will receive stickers at each station to place on your sculpture number. At the end, the Sticker Checker will ensure you have a sticker for each area. Once you have all your stickers and are cleared to race, racers will park sculptures in the designated area along the east edge of grass area. Please return in time to move your sculpture to the start line at 1:30pm

12:00 pm – 1:30 pm: Free Time, Lunch and dVD events – dVD/GKC Graand Central

Please return in time to move your sculpture to the start line at 1:30pm

1:30 pm – 1:45 pm: The Graand Move to the Start Line

***** 1:45 pm: RACER'S MEETING – STARTING LINE *****

2:00 pm – 5:00 pm-ish: ROAD RACE & SAND DUNE

The Road Race begins **at 2:00 PM**, at the Start/Finish Line at **dVD/GKC Graand Central**. Racers must observe all traffic signals except as specifically overruled by traffic controllers along the course. The race is a loop and finishes at **dVD/GKC Graand Central**. **Thanx to the Benton County Fairgrounds for use of the fairgrounds & to the Green and White Rock Company for providing the sand.**

Here's the Course - Race staging will be south edge of the paved parking lot south of the Benton County Fairgrounds office:

1. Leave gravel parking lot, turning left (east) onto SW Reservoir Ave.
2. Cross SW 53rd at the traffic light, heading onto SW Campus Way. *If possible, law enforcement will temporarily close the intersection of Reservoir Road and 53rd, allowing all kinetic vehicles to cross onto Campus Way in one group.*
3. Continue east along SW Campus Way and obey traffic signs at all crossings (such as SW 35th Street and SW 30th Street), with no further police presence indicated.
4. Remain on SW Campus Way until taking a SHARP right (south) onto SW Pioneer Place (just before reaching SW 14th Street).
5. Follow SW Pioneer Place as it curves gently from south to west as it passes between Benton Hall and the Women's Center (Benton Annex). Turn left (south) onto the multi-use path that runs along the east side of the Library Quad and OSU's Valley Library.
6. After yielding to traffic at SW Jefferson Way, cross SW Jefferson Way heading south onto SW Benton Place. Remain on SW Benton Place and travel through the parking area for Goss Stadium.
7. Turn right (west) onto SW Washington Way.

8. Turn left (south) onto SW 26th Street.
9. Turn right (west) onto SW Ralph Miller Lane and stay to the RIGHT as you pass Gill Coliseum and the Sports Performance Center on your right side. There will be a large parking area to your left; keep to the right.
10. Turn right (north) onto SW 30th Street.
11. Follow SW 30th Street up to SW Campus Way.
12. Turn left onto SW Campus Way.
13. Follow SW Campus Way back out toward the Fairgrounds, again following the rules of the road/traffic signs and again not requiring police presence at intersections.
14. Cross SW 53rd at the traffic signal and head west on SW Reservoir Ave.
15. Turn right into the gravel parking lot at the Benton County Fairgrounds, and enter the staging area for the **Sand Dune event**.
16. **Sand Dune**- located at the far west end of the Benton County Fairgrounds gravel parking lot.
17. After completing the **Sand Dune**, exit the parking lot and turn right (west) onto SW Reservoir Ave.
18. Proceed west on SW Reservoir Ave to the parking area/bike path junction and then turn right (north) onto the Midge Cramer/Bald Hill path.
19. Continue on the path all the way to where the path ends at NW Oak Creek Drive.
20. Turn right (east) onto NW Oak Creek Drive, heading toward NW 53rd Street.
21. Turn right (south) onto NW 53rd Street.
22. Turn right into the Fairgrounds at first driveway past Campground entrance, then make an immediate left to Finish Line.
23. After returning to the Fairgrounds, the racers will cross the finish line at GKC Graand Central.

6:00 pm – 8:00 pm: DINNER

Dinner will be provided for all GKC race participants (anyone with a **2016 GKC Badge**) and will be located at the Fairgrounds at the long tree table behind the red carriage house.

7:00 pm – 9:00 pm: Music – Belly Full of Bob

SUNDAY, JULY 17th

If coming from the Fairgrounds (you are not on the clock) cross SW 53rd at the traffic light, heading onto SW Campus Way. Continue east along SW Campus Way to SW 11th, turn right onto SW 11th. Head to SW Jefferson, turn left onto SW Jefferson to SW 4th street, turn right onto SW 4th. Take SW 4th (Hwy 99) to Crystal Lake Drive, turn left on Crystal Lake Drive to SE Fischer Ln, turn left on SE Fischer Ln and head to staging area in prep for the Mud Bog.

***** 9:45 am – RACER'S MEETING - STARTING LINE @ THE MUD BOG *****

10:00 am – 3:00 pm-ish: MUD BOG, RIVER RUN & ROAD RACE

10:00 am – 12:00 pm-ish: Mud Bog (North end of Crystal Lake Sports Complex - behind Hollingsworth & Vose). The Mud Bog starts at 10:00 AM. The race will proceed through the mud one or two teams at a time, with a 15-minute maximum mud time allowed for each team. The clock is running until the team is ready to enter the water. **Mud Bog sponsored by the Allen Brown STEAM Fund, with special thanx to Green and White Rock Company for providing the loam. Reminder – NO SPECTATORS allowed in the mud.**

12:30 pm-ish: Water Entry (Willamette Boat Ramp at Crystal Lake Park)

When all teams have completed the mud, they will enter the River at the Boat Ramp; with a staggered start (see Save the Beers! Rule) and head north (downstream) on the scenic Willamette River to the exit at Michael's Landing. Water Entry will close 15 minutes after the last previously departed team entered the water.

1:00 pm-ish: Water Exit & Road Race to Fairgrounds (from Michael's Landing Boat Ramp)

The clock continues after the sculptures exit the water until they arrive at the **Finish Line** at **dVD/GKC Graand Central**. **Water Time will be tracked. The fastest team will receive the Dan Monk Prize.** Racers must observe all traffic signals except as specifically overruled by traffic controllers on the course. The road portion is as follows:

1. Head south along the gravel parking lot after leaving the water.
2. Travel south on NW 1st Street.
3. Turn right (west) onto SW Madison Avenue.
4. Turn left (south) onto SW 5th Street.
5. Turn right (west) onto SW Jefferson Street.
6. Turn right (north) onto SW 14th Street.

7. Turn left (west) onto SW Campus Way.
8. Continue on SW Campus Way all the way out the fairgrounds.
9. Cross SW 53rd via the traffic light, obeying the traffic light.
10. Turn right (north) into the gravel parking lot of the fairgrounds.
11. Cross the Finish Line at same location as Saturday.

1:30 pm – 3:00 pm-ish: Finish Line (dVD/GKC Graand Central, Fairgrounds)

Come cheer on the racers as they finish the race in Graand Kinetic style. Each team's closing time is their water start time plus 2.5 hours.

6:30 pm – 8:00 pm: AWARDS CEREMONY and RACER'S BBQ @ THE FAIRGROUNDS (not open to the public)

After The Graand Kinetic Challenge course closes, **get cleaned up and ready for the Awards, which begin at 6:30 PM.** Celebrate those who captured the coveted da Vinci Days Graand Kinetic Challenge Awards. After the Awards Ceremony, beginning around 8:00 PM, you are invited to take part in the no-host BBQ. **Bring your own food, drinks** and BBQ supplies. GKC Kinetic Kitchen will be set up for all racers and volunteers to use.

PRIZES!

Tie breaking will be based on Time ranking; faster teams get the edge. If two teams have the same time, the Judges will break the tie. All prizes will be awarded (if necessary a team will get more than one prize). Prizes subject to change without notice.

GRAAND CHAMPION Prize: Bike from Kona Bikes by Cyclotopia

This is the team that has the best combination of engineering design, artistic design, time, course completion, and spirit. In other words, the top total score in Engineering, Artistry, Pageantry, and Time, plus tie-breaking based on time.

**** YOU MUST LEO TO WIN ****

50 MILE RADIUS - LOCAL Prize: \$125 cash - Donated by The Prize Pool

This is the team from Lane/Linn-Benton County with the top total score in Engineering, Artistry, Pageantry, and Time, plus tie breaking based on time. If the winner has already won the Graand Champion prize, then this prize will be awarded to the next best local team. Local is defined to mean that the majority of team members who designed, constructed, and rode the machine live **within** a 50-mile radius of downtown Corvallis, OR.

THEY CAME FROM OUT OF TOWN Prize: \$50 cash - Donated by The Prize Pool

This is the team from outside Lane/Linn Benton County that has the top total score in Engineering, Artistry, Pageantry and Time, plus tie breaking based on time. If the winner has already won the Graand Champion prize, then this prize will be awarded to the next best team. The majority of team members who designed, constructed, and rode the machine must live **outside** of a 50-mile radius of downtown Corvallis, OR.

1st PLACE ENGINEERING Prize: \$75 Cash (2nd place \$25) - Donated by The Prize Pool

These are the teams with the top 2 Engineering scores, if they have already Graand or Local Champion, they get the title but no cash. **** YOU MUST LEO TO WIN ****

1st PLACE ARTISTRY Prize: \$75 Cash (2nd place \$25) - Donated by The Prize Pool

These are the teams with the top 2 Artistry scores, if they have already won Graand or Local Champion, they get the title but no cash.

1st PLACE TIME Prize: \$75 Cash (2nd place \$25) - Donated by The Prize Pool

These are the teams with the top 2 Time scores, if they have already Graand or Local Champion, they get the title but no cash **** YOU MUST LEO TO WIN ****

1st PLACE PAGEANTRY Prize: \$35 Cash (2nd place \$15) - Donated by The Prize Pool

These are the teams with the top 2 Pageantry scores, if they have already Graand or Local Champion, they get the title but no cash

JUDGES' FAVORITE: Prize: \$25 Cash - Donated by The Prize Pool

Every judge gets one vote each for their four top personal favorite teams, based on whatever criteria each individual judge chooses to use. The team with the most votes win.

RACERS' FAVORITE: Prize: \$25 Cash - Donated by The Prize Pool

Every pilot and official pit crew gets one vote each for their four top favorite teams. The team with the most votes win.

FANS' FAVORITE: Prize: \$25 Cash - Donated by The Prize Pool

This will be awarded to the team selected by a "Spectators' Vote." Spectators will decide on their favorite Sculptures by means of a cunning and thoroughly democratic voting method.

WIZARD'S CHOICE Prize: \$75 Cash

This one is awarded at the whim of the Graand Wizard. **Donated by Graand Visions Ink**

GODDESS JEN-O's Fave Prize: \$50 Cash

Only the Goddess knows, well and soon you will, too. **Donated by Goddess Jen-O**

POOH BAH's CHOICE Prize: \$100 Cash

You'll just have to ask the Grand Pooh Bah. It's a secret... **Donated by John Sechrest**

KING OF KLUCK Prize: \$50 Cash

This will be awarded to the team with the most King of Kluck brownie points. **Donated by Mark Schurman**

DAN MONK AWARD Prize: \$100 Cash

Awarded to the fastest time on the water on Sunday. **Donated by The Lutefisk Organization in memory of Dan Monk**

CUDDLY TEDDY BEAR Prize: \$42.17 Cash

If someone wants to cuddle your teddy bear, it may be a good idea to cooperate —

BEST SONG Prize: \$25 Cash - Donated by The Prize Pool

Impress the Judges with your song at the Saturday Judging

KEEP SMILING AWARD**MEGIS "HELPING HAND" AWARD****The Prize Pool & Other esteemed Donors:**

Alcy Lord, Allen Brown STEAM Fund, Bob Byrne, Christy Little, Goddess Jen-O, Graand Visions, Ink., John Sechrest, Mark Schurman, Mel Davis, Michelle Kellison, CPA, Paul Vibrans, Practical Bookkeeping, Riverside Window & Door, Inc., Roni Sue, Squirrels Tavern, The Color Wheel Company, The Lutefisk Organization, Valley Eye Care, WL Construction

** Donors as of printing. Other prizes to be determined...

JUDGING

ENGINEERING – ** MUST LEO TO WIN **

Engineering will be determined by the total of the engineering scores received from each judge divided by the number of judges. Engineering Judges will be at the 9:00 AM Saturday check-in, and throughout the race. Each judge has his or her own technique for collecting this information, so please be prepared to answer questions about, and to demonstrate, your Sculpture. Engineering judging is based on the creativity of the Sculpture design for dealing with various course obstacles, ingenious ways of solving problems, imaginative use of materials, and quality of construction. A Sculpture falling apart or failing to negotiate an obstacle leaves a definite negative impression. Engineering scores will be normalized between 10 and 1.

ARTISTRY

Artistry will be determined by the total of the artistry scores received from each judge divided by the number of judges. Art Judges may score each Sculpture from 1 (worst) to 10 (best) in integer steps (i.e. no 1/2 points). The Artistry Judges will be gathering information during the 9:00 AM Saturday judging. Judging is based on the creative craftsmanship of the entire Sculpture "experience" and includes such things as use of color, costumes and 2- and 3-dimensional artistic designs (including "gratuitous" moving parts). Art scores will be normalized between 10 and 1.

TIME – ** MUST LEO TO WIN **

Time will be determined from the time to complete the course, plus additions for penalties and other infractions as determined by the Timekeepers and minus 1/2 hour for each Rumble Seat Passenger. See comments under *Race Timing* for special handling of the mud and sand times. The team with the best time after penalties will receive 10 points, the slowest team will receive 1 point and all others will be distributed in between in proportion to their time. Teams must complete all sections of the course to qualify. "Complete" means getting your machine across the finish line for each section without resorting to non-human power. You can enlist the spectators if you need more help to drag it to the finish (see HUMAN Powered, Dude! Rule).

PAGEANTRY

Pageantry will be determined by the total of the pageantry scores received from each judge divided by the number of judges. Pageantry Judges will be watching you during the 10:00 AM Saturday judging and throughout the weekend — give 'em your best performance. Judging is based on such things as humor, theatrical appeal and thematic role playing. s). Pageantry scores will be normalized between 1 and 10 and will be added to the total of the other scores, with a 10% weighting. Put another way — you will be able to get a total score of 33 if you get a perfect 10 in each of the 4 categories. (For the mathematically inclined, the formula is: $(A+E+S) + 3xP/10 = T.$)

TIMING

The clock for the road race starts when you leave the Finish Line and stops when you arrive at the Starting Line (er, uh, wait; it's the other way around). Anyway... with the exception of designated bottlenecks, all time counts. Time spent waiting for traffic clearance, traffic signals, and such is the luck of the draw and you take what you get — but don't take chances, a few minutes is not worth getting hurt.

There is a **maximum of 10 minutes** allowed for the Sand Dune — anyone going over this will be given 10 minutes as their time, a rousing cheer for making a good effort, plus a 30-minute penalty push. If you are almost through the sand we will give you the option of finishing and taking the extra minute or two, or using the 10-minute cut-off. Anyone sitting in the sand dune for 10 minutes as an easy out will be given a 10-hour penalty.

The clock for the Mud Bog starts when you begin the mud run and stops when you are ready to enter the river. There is a **maximum of 15 minutes** allowed in the Mud Bog — anyone going over this will be given 15 minutes as their time, a rousing cheer for making a good effort, plus a 30-minute penalty push. If you are almost through the mud we will give you the option of finishing and taking the extra minute or two, or using the 15-minute cut-off. Anyone sitting in the mud for 15 minutes as an easy out will be given a 10-hour penalty.

The clock for the River Run-Road Race starts again when you enter the river and stops when you reach the finish line at the fairgrounds (river exit and changeover is on the clock). At designated bottlenecks, your arrival and departure times will be noted (it is your responsibility to make sure the Timekeepers are aware of your arrival and departure). The time it takes to get your turn to depart will not be counted in your race time. The team with the fastest water time (water entry to exit) will receive the Dan Monk Award. You **ARE NOT**, however, **clocked out** after exiting the water — just time noted. **Please note, from the time you start down the boat ramp, you have 5 minutes to be into the river and heading downstream. If you take longer the judges may elect to have you pulled out and you will receive a roll-in penalty. Likewise, if you cannot get out of the water and off the ramp at the river exit in 10 minutes, the judges may elect to have you pulled out and you will receive a roll-out penalty. Note also there is an absolute river closure time of 1:30PM -- if you are not in the river by then you will not be allowed to enter, you may transport your sculpture to the river exit and continue the road race from there, with a penalty for skipping the river.**

Each team has an individualized course closing time — on Saturday, this closing time is race start time, plus 3 hours, plus any accumulated bottleneck time. Since, by definition, all racers start at 2:00 PM on Saturday, normal closing time is about 5:00 PM, depending on any bottlenecks. On Sunday, each team's closing time is 2.5 hours after their river entrance start time, plus any bottleneck time. A large spread in river entrance times means that teams may have significantly different closing times. If you care, note your river start time and add 2.5 hours to compute your personal closing time (approximately).

RULES

The most important rule to keep in mind is that the real point of this race is for everyone to have fun. Friendly competition is encouraged, but don't let the value of the prizes entice you into forgetting the "friendly" part. The judges can and will banish anyone who falls into this trap. Violation of a rule without a penalty will receive a 15-minute addition of time.

BYORAPT Rocks!

Pit crew may move large obstructions from the sculpture path, but they are not allowed to 'push' the mud or sand out of the way of the wheels. This will be considered a pushing violation. **30-minute penalty in Mud/Sand *LEO**

Because I Said So

Race officials have the final word in all decisions relating to the race. This applies particularly, but not exclusively, to any last minute changes relating to the course, timing, points, or rules.

Carry It All!

Sculptures must carry the following equipment at all times while participating in the race:

- A flag, prominently waving in the breeze at all times, which symbolizes an important aspect of your team's philosophy of life, the universe, and everything.
- One copy of the final and official **2016** da Vinci Days Graand Kinetic Challenge Rules in a water tight container.
- An official da Vinci Days wristband for each pilot, pit crew, entourage and rumble seat passenger.
- A team song/chant demonstrating cunning rhyming technique, utilizing the team name and the words '**da Vinci**', '**kinetic**' and '**Corvallis**', to be performed on demand.
- A thematically appropriate, comforting, and/or cuddly stuffed animal, preferably bear-ish and of fabric composition. See the prize list for more info.
- A copy of the dVD-GKC Planning Committee phone list (supplied in your reg packet) to be used to *****call Jen-O at 541.579.1596 if you are ever off the course and/or not crossing the finish line*****. We want to know where you are and that you are safe.
- **Note** – check Rules Carry It Now!, Tote That Bribe, & Where Do You Think You're Going? for more must haves

Carry It Now!

All all-terrain equipment must be carried at all times while participating in the race. This includes flotation equipment, special tires, and so on. ***LEO**

Cheshire Cats Don't Mix with Water

Inspired by Lynn's refusal to let her daughters in the water on "The Emperor's New Cheshire Cat" (though she had no problem with her mother-in-law doing it): rumble seat passengers (see "Wanna Rumble" rule) must remain seated on the sculpture at all times, except during the river portion of the race when they may be replaced with their equivalent in non-human weight (aliens allowed).

Dodge the Draft

Taking advantage of the reduced air resistance behind a motor vehicle, on land or water, is not allowed! **Three- hour penalty. *LEO**

Feets of Skill

Pedicurial attachments (skis, snow-shoes, boards, etc.) will not be allowed as part of your Sculpture.

Get Back in Line!

Sculptures must stay on the course! The first violation carries a **7-hour penalty**. Subsequent violation may result in a visit from Alan O'da'Kilt. ***LEO**

Git Off Ma Tail!

Motorized pit crew conveyances will give the Sculptures respectful breathing room (don't follow too close!).

Hazardous, Not!

Sculptures must not utilize inherently dangerous technology, regardless of the person at risk. Projectiles such as arrows, anchors, and grappling hooks fall into this category and are not allowed.

Hey! You'd Better Duck!

Sculptures must measure no more than 8 feet wide and no more than 12 feet high while on the road or highway

Honky-Tonk Passé

Sculptures must yield the course to faster moving Sculptures wishing to pass; don't be a road hog! Failure to yield to a faster Sculpture will result in a **2-hour penalty**.

HUMAN Powered, Dude!

Sculptures must be powered by members of the species *Homo sapiens*! No pulling, pushing, paddling or other propulsive method is allowed except by Pit Crew (one per pilot) and Pilots. Stored energy is allowed for non-propulsive purposes only. Water, wind, and/or gravity assistance is legal. If your Sculpture breaks down and you want to still qualify as finishing the race, you may recruit any number of people from your pit crew and the spectators to help you push/pull it to the finish line (but you will lose your LEO). Motorized or other powered towing/carrying is not allowed unless you have officially dropped out of the race (except as noted in the Team Coast Guard rule). Old-Timers may note that **sun** assistance is no longer allowed – this thanx to Allen Brown's electrifying efforts in search of a loophole. ***LEO**

If You Can Make It There

Sculptures must traverse the course without assistance from motorized vehicles. Receiving a tow is tantamount to dropping out of the race. (Exceptions: see the Team Coast Guard rule.) ***LEO**

It's Da Pits

Pit Crews must be demonstrably human. One Official Pit Crew person is allowed for each Official Pilot.

Keep On Rollin'

Sculptures must be propelled (unassisted) into, through, and out of the river by the pilots (on board throughout the process) in order to avoid a **one-hour penalty**. Pilots are responsible for ensuring that race officials observe their entry and exit at the designated boat ramps. Upon exit, all wheels must clear the water to qualify. The penalty is applied in two 30-minute pieces: one for not rolling in and one for not rolling out — if you are successful at one, you avoid that 30-minute penalty. **You have 5 minutes to roll in and 10 minutes to roll out, after that the judges may elect to impose the penalty and require you to move.** This penalty will be imposed independently of the penalty proscribed in the Team Coast Guard rule — if you get towed and don't get into and out of the water unassisted you will have a **two-hour penalty**. *LEO

Keep Your Hands to Yourself!

Race participants, spectators, and officials will not engage in violent physical contact of any sort. Violators will be executed.

Kenny's Rule of Duck Mania

Segmented Sculptures must enter as one Sculpture and must remain connected throughout the race. *LEO

Leonardo's Legacy

Ace status is for wimps. We issue a Leo award to all teams that succeed in having all pilots ride the Sculpture at all times over the entire course. Sculptures that are pushed, pulled, winched, or otherwise propelled along the course by pilots or pit crew, or both, except in designated 'Legal Push' areas will fail to earn this coveted award. **A "push" is any continuous application of force to the sculpture that aids it in moving towards the finish. Pit Crew are not allowed to hold, touch or stabilize a sculpture during any part of the course. Pit Crew MAY keep sculpture from rolling backwards down any hill.** Your Sculpture may be moved sideways or backwards either by pilots or pit crew, or both, to gain supposedly better conditions, but the Sculpture cannot be moved from the course. (Rumble Seat Passengers, if any, must stay seated during these ridiculous maneuvers.) **A pivot is not a lateral move and will be considered a push.** Breaking this rule will result in a **2-hour penalty (30 minutes in the mud bog and sand dunes-** also see rule BYORAPT Rocks!) and this penalty may be applied independently of the Keep On Rollin' rule. *LEO

Lost+Found

You **WILL** receive Official Sculpture Numbers. Make sure your Sculpture is easily identifiable by the judges and officials — in other words, make sure your numbers are visible on either side of your sculpture!

Mess No Markers (Eminem)

Altering, moving or removing a course marker will result in an instantaneous trip to parts unknown.

No Walking About

During the race, relief pilots are not allowed unless prior authorization has been given by the race officials. Pilots and Rumble Seat Passengers, if any, must stay with their Sculpture at all times (except see "Cheshire Cat" rule). *LEO

R-E-S-P-E-C-T (Aretha's Rule)

Harassment of race officials carries a **one-hour penalty** and may result in banishment and ridicule of the perpetrators.

Save The Beers!

The imbibing of alcohol or use of controlled substances by any pilot or pit crew while on the course (from start to finish line) shall result in **instant banishment** and shall cause extreme measures to be taken by strict race officials on all alleged violators. The same is true for finding any alcoholic beverages on or in any Sculpture ... or pilot.

Speak Now or Forever Hold You Peace - Rule Violations & Tickets

Any team breaking one of the aforementioned rules will be given a ticket. Teams will have an opportunity to discuss any ticket(s) at the end of each day at the finish line. If not heard from by 4:00 pm on Sunday, the time or LEO loss will be assessed to your final score.

Team Coast Guard

If you drift past the river exit point and cannot return under your own power, you will be towed back to the exit point. A **one-hour penalty** will be imposed. *LEO

This Is Oregon

Rain? Rain?! You want to stop the race because of Rain?!? No Way!

Tote That Bribe

A small group of dedicated fanatics voluntarily spend countless hours year-round to organize and bring this race to reality. They get little attention for this and, Goddess Jen-O notwithstanding, most of them prefer it that way. Nevertheless, each year we single out one hapless victim from this group as the recipient of a small token of your team's respect, to be

presented to them at some point during the weekend. Why do we do this? Well, it helps to ensure the racers actually read the rules. It helps motivate the organizers to read the rules as well, since they want to know who will be spending the weekend in hiding. Be that as it may, please be prepared to make note of who's who during the Saturday introductions at the Art Judging. **Failure to properly bribe Bob Durst may lead to a heaping helping of humiliation at the awards ceremony.**

Wanna Rumble?

Rumble Seat Passengers must be at least 13 years old, weigh at least 95 pounds, and are not allowed to assist in the progress of the Sculpture in any way. They must remain seated on the sculpture at all times, (except see "Cheshire Cat" rule). **Each Rumble Seat Passenger is good for a 30-minute reduction in total race time**, it is the racer's responsibility to make sure the race officials know about such passengers.

Whatever You Say, Officer

All law enforcement orders must be followed.

When I'm Older

All participants under 18 must have an adult (over 18) with the sculpture and must wear a bike helmet at all times while on the race course. Pilot(s) 13+ years of age are allowed. No participant(s) under 13. Participant(s) means pilot, pit crew, entourage and/or rumble seat passenger.

Where Do You Think You're Going?

You may not start the race until you have passed the Official Safety Inspection. Sculptures will be tested for stopping and steering ability, as well as emergency exits, at Tech Check on Saturday. There will be another check just prior to your departure time to confirm that you are carrying the following safety equipment (which must be on board at all times):

- LOUD horn.
- An approved warning triangle, 12x12 inches.
- ANSI approved bicycle helmet, one per pilot under age 18 (recommended for adults), worn at all times the Sculpture is moving.
- USCG approved life jacket/pilot: Type I, II, III, or V; one per pilot, worn at all times the Sculpture is on the water.
- At least one oar per pilot.
- Operable and functioning brakes.
- Operable and functioning steering.
- Water, one quart per pilot, container filled before start of each day's race.
- **A whistle FOR EACH PILOT** while on the water for water safety – as required by the State of Oregon.

While the Getting's Good

Make sure you can get out of your Sculpture in an emergency. Each pilot must have a quick exit path. All Sculptures must pass a safety inspection which will be conducted by race officials immediately prior to entering the Willamette River. Life jackets will be worn while on the water.

Who Saw That?

Sculptures must follow the rules of the road; i.e. stop signs and traffic signals, including posted speed signs, except as designated differently by traffic controllers along the race course. A sculpture code violation resulting in a citation issued by an official law enforcement agency also carries a **one-hour penalty**. A vehicle code violation observed by a race official gets an additional **15-minute penalty**, even if not ticketed.

You Can Wine Now

The race course officially closes for each team at 3 hours after their **Saturday** start time – typically at **5:00 PM** (racers coming in after that time will be given a course time **of 4 hours plus their sand time**). On **Sunday**, it officially closes 2:30 hours after each teams' river start time, usually something like 3:30 PM – maybe (racers coming in after their time will be given a course time **of 3.5 hours plus their mud time**). Further, the river segment may not be started after **1:30 PM** (see **Timing** for details). ***LEO**