



18<sup>th</sup> Annual  
da Vinci Days  
**GRAAND KINETIC CHALLENGE**  
July 16 - 18, 2010  
Festival Theme: **Cosmos**



## SCHEDULE

### FRIDAY, JULY 16<sup>th</sup>

**4:00 pm - 5:00 pm:** Registration Check and Preliminary Art & Engineering judging – (racers only, not open to the public)  
- Shady Stage

**5:00 pm:** da Vinci Days Festival gates open to the public and **JUDGING** begins

**4:00 pm – 8:00 pm: RACER ENTRY GATE OPEN TO SHADY STAGE** (for pilots moving sculpture – all others use main gate).  
**Sculptures will be allowed to park near Shady Stage (in designated area) all three days for security when not on the course.**

**The judging will begin promptly at 4:00 PM on Friday.** Please bring your Sculptures directly to the **Shady Stage**. This is for 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 Judging (Art and Engineering) ending up at the Pageantry Stage 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, you will be able to begin the race on Saturday. (You will receive a sticker at Tech Check on Sat.)

- 4:00 pm** - Registration Check-in, Preliminary Art and Engineering Judging Circuit to begin (Not open to the public)
- 5:00 pm** – Festival Gates open, Pageantry Judging to begin (this is the song and dance portion)
- 6:00 pm** - Announcements, intros and a few words from Jen-O - **humbly asking for your undivided attention ☺**

### SATURDAY, JULY 17<sup>th</sup>

**8:30 am – 10:30 am: RACER ENTRY GATE OPEN TO SHADY STAGE** (for pilots moving sculpture – all others use main gate)

**9:00 am – 11:50 pm: TECH CHECK-IN – GKC Central on Campus Way**

Check in with the race officials at your **assigned time between 9:00 and 11:40, on Campus Way, beginning near 14<sup>th</sup> Street, progressing towards 11<sup>th</sup> Street in prep for the parade.** 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 and Engineering Judges and demonstrate your steering, brakes, and emergency exit. At the end of Tech Check, you will receive another sticker to place on your sculpture number. Again, you must have all stickers to begin the Race (Reg, Art, Eng, Pag & Tech).

**12:00 pm – 1:00 pm: PARADE**

After Tech Check, stay on Campus Way facing 11<sup>th</sup> Street and line up for **The Leo's Kinetic Parade, sponsored entirely by Valley Eye Care.** A pace vehicle and traffic control will be provided. The course is the same as last year and will include other community organizations following the sculptures.

**Campus Way across 11<sup>th</sup> up Madison • Madison to 8<sup>th</sup> • Right on 8<sup>th</sup> to Jefferson • Left on Jefferson to 6<sup>th</sup> (do not cross railroad tracks) • Left on WEST couplet of 6<sup>th</sup> (do not cross railroad tracks) to Monroe • Left on Monroe to 14<sup>th</sup> • Left on 14<sup>th</sup> to Campus Way • Left on Campus Way to GKC Central to stage for the race.**

At this point you must turn your sculptures around and face WEST on Campus Way facing 14<sup>th</sup>.  
Please allow fastest teams to line up in the front parking spaces (closest to 14<sup>th</sup>)

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

## **2:00 pm – 5:00 pm: ROAD RACE & SAND DUNE**

The Road Race begins with a **Le Mans start at 2:00 PM**, on Campus Way just east of 14<sup>th</sup> Street. Racers must observe all traffic signals except as specifically overruled by traffic controllers along the course. The race is a loop and finishes on **Campus Way @ GKC Central** (between 11<sup>th</sup> & 14<sup>th</sup>). **Thanx to Clodfelters Restaurant & Pub for providing the lemonade at the Sand Dune; the Benton County Fairgrounds for use of the fairgrounds & to the Green and White Rock Company for providing the sand. Shuttle service will run from 1:30-5:00 from Main Gate to Fairgrounds.**

**Start at 14<sup>th</sup> & Campus Way and head West (young man) on Campus Way to 53<sup>rd</sup> • Cross 53<sup>rd</sup> into Fairgrounds parking lot • Straight across parking lot to the Sand Dune • Across Sand Dune (maximum time 10 minutes) • Left through field to Oak Creek Drive • Left on Oak Creek Drive to Bald Hill Park • Left through Bald Hill Park to Reservoir Ave. • Left on Reservoir Ave. to 53<sup>rd</sup> Street • Right on 53<sup>rd</sup> Street thru the underpass (maximum clearance 13 feet, no bypass available) • Left on West Hills Road to Western Blvd. • Continue on Western Blvd. to 26<sup>th</sup> • Left on 26<sup>th</sup> to Jefferson • Right on Jefferson to 14<sup>th</sup> • Left on 14<sup>th</sup> to Campus Way • Right on Campus Way to the Finish Line at GKC Central**

**5:00 pm – 7:00 pm: RACER ENTRY GATE OPEN TO SHADY STAGE** (for pilots moving sculpture – all others use main gate)

## **6:00 pm – 8:00 pm: DINNER**

Dinner, prepared by **Café Yumm**, will be provided for all GKC race participants (anyone with a **2010 dVD admission bracelet AND a 2010 GKC Badge**) and will be located on the **East side of Main Stage. Thanx to EcNow Tech** for donating all of the compostable plates, cups and utensils.

## **SUNDAY, JULY 18<sup>th</sup>**

**7:30 am – 9:30 am: RACER ENTRY GATE OPEN TO SHADY STAGE** (for pilots moving sculpture – all others use main gate)

## **9:00 am – 9:45 am: BREAKFAST**

Breakfast will be provided for racers at the Mud Bog by **First Alternative Coop**.

**\*\*\* 9:45 am – RACER'S MEETING - STARTING LINE \*\*\***

## **10:00 am – 3:00 pm: MUD BOG, RIVER RUN & ROAD RACE**

The Mud Bog, followed by the River Run & Road Race starts at 10:00 AM at the north end of Crystal Lake Sports Complex (behind Evanite). 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. 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. **Thanx to Green and White Rock Company for providing the loam. Shuttle service will run from 9:30-2:00 from Main Gate to Mud Bog and 11:00-3:00 from Mud Bog to River Exit. \*\* NEW for 2010 – there will be NO SPECTATORS allowed in the mud.**

The clock continues after the sculptures exit the water until they arrive at the **Finish Line on Campus Way - GKC Central**. Racers must observe all traffic signals except as specifically overruled by traffic controllers on the course. The road portion is as follows:

**Left on Tyler to 1<sup>st</sup> • Left on 1<sup>st</sup> to Madison • Right on Madison to 6<sup>th</sup> • Left on 6<sup>th</sup> to Jefferson • Right on Jefferson to 14<sup>th</sup> • Right on 14<sup>th</sup> to Campus Way • Right on Campus Way to the Finish Line at GKC Central.**

## **6:30 pm – 8:00 pm: AWARDS CEREMONY and RACER'S BBQ @ THE FAIRGROUNDS**

After The Graand Kinetic Challenge course closes at 3:00, **head back to the Fairgrounds, get cleaned up and ready for the Awards, which begin at 6:30 PM**. So come 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 volunteer to use.

## **PRIZES!**

Awarded mutually exclusively — no team will receive more than one 1<sup>ST</sup> Place prize from the Judging and Favorites categories; each team will be awarded the highest prize for which it qualifies and is not overridden by another. 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.

## JUDGING - PRIZES

### **GRAAND CHAMPION Prize: Breezer Bike by Graand Visions, Inc**

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 \*\***

### **LOCAL Prize: \$200 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 awarded to the next best local team. **At least five local teams must enter the race for this prize to be awarded.** 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: \$100 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.

### **1<sup>st</sup> PLACE ENGINEERING Prize: \$100 Cash (2<sup>nd</sup> \$75 and 3<sup>rd</sup> \$50) - Donated by The Prize Pool**

This is the team with the top Engineering score, unless they have already won a judging prize, in which case this will be the next best team. **\*\* YOU MUST LEO TO WIN \*\***

### **1<sup>st</sup> PLACE ARTISTRY Prize: \$100 Cash (2<sup>nd</sup> \$75 and 3<sup>rd</sup> \$50) - Donated by The Prize Pool**

This is the team with the top Art score, unless they have already won a judging prize, in which case this will be the next best team.

### **1<sup>st</sup> PLACE TIME Prize: \$100 Cash (2<sup>nd</sup> \$75 and 3<sup>rd</sup> \$50) - Donated by The Prize Pool**

This is the team with the top Time, unless they have already won a judging prize, in which case this will be the next best team. **\*\* YOU MUST LEO TO WIN \*\***

### **1<sup>st</sup> PLACE PAGEANTRY Prize: \$75 Cash (2<sup>nd</sup> \$50 and 3<sup>rd</sup> \$25) - Donated by The Prize Pool**

This is the team with the top Pageantry score, unless they have already won a judging prize, in which case this will be the next best team.

## FAVORITES PRIZES

### **JUDGES' FAVORITES Prize: \$75 Cash (Runner-up \$50) - 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 two teams with the most votes win.

### **RACERS' FAVORITES Prize: \$75 Cash (Runner-up \$50) - Prize is based on \$10 from each registration fee**

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

### **FANS' FAVORITES Prize: \$75 Cash (Runner-up \$50) - Donated by The Prize Pool**

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

### **VOLUNTEERS' FAVORITE Prize: \$50 Cash Donated by The FAB Volunteers**

Each dVD-GKC volunteer is encouraged to vote for their favorite team(s). In fact they are encouraged to vote early, often and as much as they like—it's their money. Votes are in the form of dimes placed in the team's (or multiple teams') "jar(s)". The team with the most dimes gets all the votes and a bag full of money as the prize.

### **WIZARD'S CHOICE Prize: \$150 Cash**

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

### **GODDESS JEN-O's CHOICE Prize: \$100 Cash**

Only the omnipotent and omniscient Goddess knows. **Donated by Goddess Jen-O**

### **KING OF KLUCK's CHOICE Prize: \$100 Cash**

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

**POOH BAH's CHOICE Prize: \$100 Cash**

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

**CUDDLY TEDDY BEAR Prize: \$42.17 Cash**

If someone wants to cuddle your teddy bear, it may be a good idea to cooperate — **awarded and donated by Jon Gold**

**BEST CAMPSITE Prize: Free Camping for next year's race. Donated by dVD-GKC & Oregon Trail****BEST JUNIOR ENTRY Prize: \$50 Cash****BEST USE OF FESTIVAL THEME IN SCULPTURE/TEAM Prize: \$50 Cash**

This year the Festival Theme is "**Cosmos.**" **Donated by The Prize Pool**

**BEST SONG Prize: \$50 Cash**

Impress the Judges with your song at the Friday Night Judging. **Donated by The Prize Pool**

**The Prize Pool consists of our esteemed Donors:**

American Dream Pizza, Bob Byrne, Corvallis Cat Care, Griffo Brothers, Practical Bookkeeping, Riverside Window & Door, Roni Sue, Squirrels Tavern, Tina Kerrigan Photography, WL Construction and Working Glass Art

Other prizes to be determined...

## JUDGING

There are 4 basic categories of 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 4:00 PM Friday judging, 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. Judges may score each Sculpture from 1 (worst) to 10 (best) in integer steps (i.e. no 1/2 points). 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. 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 4:00 PM Friday 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 4:00 PM Friday judging and throughout the weekend — give 'em your best performance. Judging is based on such things as humor, theatrical appeal and thematic role playing. Judges may score each Sculpture from 1 (worst) to 10 (best) in integer steps (i.e. no 1/2 points). 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 lower campus (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.

## 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 deduction 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 **2010** da Vinci Days Graand Kinetic Challenge Rules in a water tight container.
- An official da Vinci Days entry pass 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 whistle **FOR EVERY PILOT** while on the water for safety – as required by the State of Oregon.
- A copy of the dVD-GKC Planning Committee phone list (supplied in your reg packet) to be used to **\*\*\*call Jen-O if you are ever off the course and not crossing the finish line\*\*\***. We want to know where you are and that you are safe.

### **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. There is at least one obstacle that sets an absolute requirement on this height restriction — see the route for details.

### 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, you may recruit any number of people from your pit crew and the spectators to help you push/pull it to the finish line, if you want to still qualify as finishing the race. 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). **\*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. This one-hour 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**. 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. **\*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. 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.) 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.

### 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 \*\* New Rule

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 Friday introductions at the Art Judging. Failure to properly bribe **this year's Chosen One – Tina Kerrigan** – may lead to a heaping helping of humiliation at the awards ceremony.

### Wanna Rumble?

Rumble Seat Passengers must be at least 12 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 bike helmet all times while on the race course. Pilot(s) 14+ years of age are allowed. No participant(s) under 12. 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 check-in 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 preservers; 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

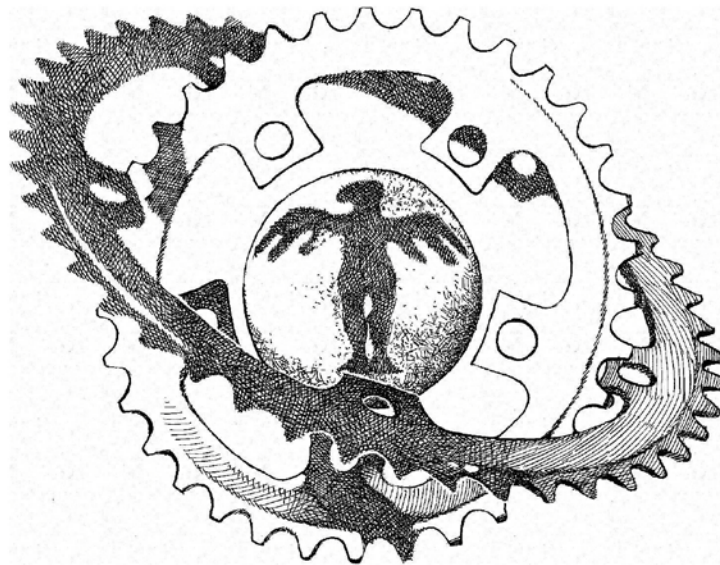
Make sure you can get out of your Sculpture in an emergency. Each pilot must have a quick exit path. All Sculptures must pass a technical safety inspection which will be conducted by race officials immediately prior to entering the Willamette River. Life jackets will be worn while on the water.

### 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 at least 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 at **5:00 PM on Saturday** (racers coming in after that time will be given a course time of **4 hours plus their sand time**) and officially closes at **3:00 PM on Sunday** (racers coming in after that time will be given a course time of **3 hours plus their mud time**). **\*LEO**



T-Shirt Art Original by Dennis Day