



32nd Annual Corvallis da Vinci Days
GRAAND KINETIC CHALLENGE
2025 theme: The Roaring 2020s
July 19 - 20, 2025



SCHEDULE ☆ RULES ☆ JUDGING ☆ AWARDS

FRIDAY, JULY 18th

5:00 PM - 9:00 PM: MEET & GREET, REGISTRATION & PACKET PICK UP - American Dream Pizza, 214 SW 2nd, Corvallis. Racers' casual meetup & dinner get-together. Fun extra - a speakeasy at their Crow Bar! You'll receive your check-in time during packet pick-up.

CAMPING: Check-in at Avery Park, Townsend Shelter, Corvallis, OR (between the park with dinosaur bones and Rose Gardens). See the separate CAMPING information.

YOUR SECRET ADMIRER: (Shh—it's a secret!) At the start of check-in (right before tech-check), a volunteer will secretly hand you the name and number of another team. You'll discover your mission at the end of the Rules Section.

SATURDAY, JULY 19th

8:00 AM - 9:00 AM: REGISTRATION & PACKET PICK-UP - Graand Central at Crystal Lake Sports Park near the Mud Bog. You'll receive a Tech Check check-in time during packet pick-up.

8:00 AM - 10:00 AM: TECH CHECK, ART & ENGINEERING JUDGING- Graand Central at Crystal Lake Sports Park near the Mud Bog.

TECH CHECK starts at the Gravel Lot at the top of the hill at the Crystal Lake Sports Park entrance at Fischer Lane.

Check in with the Race Officials at your **assigned time between 8:00 AM and 9:45 AM**. If you arrive late for your assigned time, we will add the amount of time you're late to your race time. At Tech Check, show all required equipment (you do have your life preservers, right?), then demonstrate your acceleration, braking, figure 8, emergency exit, and steering ability.

ART & ENGINEERING JUDGING At the completion of your Tech Check, a Race Official will direct you to where to park your sculpture for Art and Engineering judging. Be prepared to impress the Art and Engineering judges with what you've got (bribes can help you in a pinch). Press and Spectators may also be present, so give it your best shot. The Teddy Bear Judge will roam around all morning, so keep your cuddly ready at all times.

10:00 AM - 11:15 PM: PAG PERFORMANCE

After the last team completes their ART and ENG (the time depends on how many teams are competing), teams will begin to perform their Pageantry. This setup will permit all teams to enjoy all teams' Pageantry performances!

During the Tech Check and Judging, Offishuls place stickers on (or hand them to you to place on) your sculpture number. After completing all the PAG performances, all teams have the correct stickers and are clear to race; then, racers position their sculptures to be ready for the 12:15 PM start. Sculptures will remain stationary throughout the ART, ENG, and PAG judging.

11:15 AM - 12 PM (or sooner, depending on when Pageantry ends) **Break for Lunch.**

☆ **11:50 AM: RACER'S MEETING - at Graand Central** ☆: Race Director(s) to give any last-minute instructions. **Do not miss this meeting!!!**

12:15 PM - 5:00 PM: STARTING LINE! ROAD RACE LEG 1 + SAND DUNE/BALD HILL LOOP + ROAD RACE RETURN

The Road Race begins at 12:15 PM. Starting Line is in the parking lot and exits on Fischer Road. Racers must observe all traffic signals except as specifically overruled by traffic controllers along the course. For 2025, Saturday's Finish Line is in Avery Park near camping.

COURSE AND FLOW FOR SATURDAY

SEE GKC 2025 MAPS WITH ROUTES (Separate attachments)
New for 2025: Want to use a GPS app on your phone? The race committee will include GPS app instructions in your registration packet.

Saturday 1st Leg: Road Race to the Sand Dune

Le Mans start at Crystal Lake Sports Park- parking lot after Tech Check, Pageantry, and Judging.

Saturday 2nd Leg: Bald Hill Loop

After completing the Sand Dune, if necessary, transition back to road mode in the transition area. Exit at the south edge of the parking lot. Any transition back to the road is on the clock.

Saturday 3rd Leg: Return to Finish Line at Avery Park camping

NOTE: There is no Luminata Parade this year, and we have been warned not to have random kinetic sculptures riding through town at night.

THANK YOU DINNER: Catered dinner at Avery Park. Beverages supplied by Oakshire Brewing and 2 Towns Cider. Open to Race Teams and Volunteers.

SUNDAY, JULY 20th

☆ **9:45 AM: RACER'S MEETING at the Mud Bog** ☆ Be here for the last-minute instructions. **Do not miss this meeting!!!**

COURSE AND FLOW FOR SUNDAY

SEE GKC 2025 MAPS WITH ROUTES (Separate attachments)
New for 2025: Want to use a GPS on your phone? The race committee will include GPS app instructions in your registration packet.

STARTING LINE @ THE MUD BOG

10 AM to Noon(ish): Mud Bog - Graand Central at Crystal Lake Sports Park

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 runs until the team notifies an official timer they are River Ready.

Patton Construction sponsors the Mud Bog! Reminder: NO SPECTATORS are allowed in the mud during the event. Unless, of course, you get so bogged down that you need more than your pit crew to get out. Even then, make sure they are adult-looking individuals.

After exiting the mud, proceed to the sculpture rinse station located on the pavement just south of the Graand Central tent. Once your sculpture is rinsed clean, head to the east edge of the parking lot and inform an official timer that you're **River Course Ready**. This is also a great time to grab a nourishing lunch—food trucks will be nearby.

RIVER COURSE

12:30 PM-ish: River Course 1st Leg at Willamette Boat Ramp at Crystal Lake Park.

After all teams have completed the Mud Bog and rinsed off, they will navigate a River Route to Michael's Landing (see *Save the Beers! Rule*).

FOR 2025 (and possibly 2026): The Van Buren and Harrison Bridges are undergoing construction, impacting the water course. There is a 48' wide channel for teams to go through. **YOU MUST GO THROUGH THE MIDDLE CHANNEL!** Other routes may be blocked with debris or be unsafe.

Time will be tracked. The fastest **River Course team** will receive the *Dan Monk Award*.

2 PM-ish: River Course 2nd Leg: Michael's Landing to Finish Line

Start from Michael's Landing. Racers must observe all traffic signals except as specifically overruled by traffic controllers on the course. Due to ongoing bridge construction, pay extra attention to crossing Harrison and Van Buren on your way to the finish line on 1st Street by Riverfront Park.

MEET & GREET on the Riverfront. Grab ice cream at Sugar J's or a bite at The Brass Monkey. Jam to the jazz sounds of the DTW Street Band. Tell spectators about your fabulous teams. Perform your songs for them! Hand out your bribes or trading cards.

While you hob-nob, the judges and offishals will be tallying the results.

POST RACE RETURN

At 3:30 all the teams are to start heading back to Avery Park for the Awards Ceremony. See Map 7 for the route through downtown (for the Glory!) Dinner is a potluck.

4:30 or 5:00 PM - 8:00 PM: AWARDS CEREMONY and POTLUCK DINNER

After the Graand Kinetic Challenge course closes, we will have the Awards and Dinner at Avery Park in the Townsend Shelter (by camping).

NOTE: All Routes are Subject to Change without notice (this has happened multiple times in past years). We'll do our best to keep you updated.

RULES

The most important rule to remember is that the true point of this race is for **everyone to have fun**. May it forever be so!

When ***LEO** appears with a rule, you **MUST** follow the rule or lose the opportunity to earn the completed course award, "LEO."

Because I Said So

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

BYORAPT Rocks!

Because that Big Yellow Orange Red and Purple thing had her way of being in the world, your 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**

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 a vital aspect of your team's philosophy of life, the universe, and everything.
- ☑ One copy of the final and official da Vinci Days Graand Kinetic Challenge Rules & Maps in a water-tight container (or on your phone, which you most likely want in a water-tight container!).
- ☑ An official da Vinci Days GKC badge 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.
- ☑ Use the DVD GKC Planning Committee phone list (included in your registration packet) to call if you ever go off course or don't cross the finish line. We want to know where you are and that you're safe.
- ☑ Note - check Rules Carry It Now! and 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 teams may replace them with an equivalent 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

If your sculpture needs your feet on the ground to move, it's back to the drawing board! Your creation must be fully self-propelled—**no Pedicurial Attachments** allowed. That means no skis, snowshoes, boards, or Fred Astaire footwork. If it's your feet pushing you forward, it's not a Kinetic Sculpture...It's just you takin' a stroll.

Get Back in Line!

Sculptures must stay on the course! The first violation carries a **7-hour penalty**. A 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 closely!). Yes, this includes electric bikes, you crazy kids!

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 8.5 feet wide and no more than 14 feet high while on the road or highway, per ODOT regulation 818.080. NOTE: the road bridge on 99W heading north has a clearance of 14' - be aware, be very aware!

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](#). Except on Hwy 99/3rd Street - Safety 1st!

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 the 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 excommunicated. GKC is a family event, be a good role model.

Kenny's Rule of Duck Mania

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

***LEO**

Leonardo's Legacy: THE LEO

We issue a **LEO** award to all teams that have successfully had all pilots ride their 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 (and please note: the Graand Kinetic Challenge has no "standard" legal push areas.)

A "push" is any continuous application of force to the sculpture that aids it in moving towards the finish. Pit Crew is not allowed to hold, touch, or stabilize a sculpture during any part of the course. Pit Crew MAY keep the sculpture from rolling backwards down any hill. Your Sculpture may move laterally (sideways or backwards) either by pilots or pit crew, or both, to gain supposedly better conditions. (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 the sand dune-** also see rule BYORAPT Rocks!). 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 both sides of your sculpture!

Mess No Markers (Eminem)

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

No Noxious Night Noise *Camping at Avery Park will carry consequences if you make excessive noise after 9 PM, per City Ordinances. Quiet Time is 9 PM to 8 AM.*

Loud teams get **one** warning to quiet down. A **second** warning will result in the automatic loss of **LEO** awards. A **third** warning will result in **immediate** expulsion from the Campsite **AND** camping at the DVD GKC event next year. Everyone's consideration and cooperation are greatly appreciated! ***LEO**

ONE REASON WE DO NOT HAVE ACCESS TO THE BENTON COUNTY FAIRGROUND CAMPING IS BECAUSE PEOPLE BROKE THIS RULE IN 2022, AND WE ARE STILL PAYING THE CONSEQUENCES NOW. That year, on at least two occasions, the Corvallis Police had been called out to the Fairgrounds on complaint of excessive noise at night. The town is experimenting with camping at Avery Park - we are the guinea pigs, so squeak approvingly only.

No Walking About

During the race, **relief pilots** are not allowed unless the Race Officials have given prior authorization. If your team might need to make use of relief pilots, please request approval for this at Friday or Saturday registration. 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!

Any pilot or pit crew member who imbibes alcohol, uses cannabis, or consumes controlled substances while on the course (from start to finish line) faces instant banishment and extreme measures from strict Race Officials. The same applies to anyone found with alcoholic beverages or cannabis on or in any Sculpture... or pilot.

Secret Admirer Mission

Your mission is to observe your selected team over the course of the weekend and get to know them and discover what's special or cool or fun about them. Then, at the start of the Awards & Dinner, the MC will announce the first team to tell their secret. YOU will share what you observed about your Secret Team and then call them up to receive YOUR SECRET ADMIRER award. After your team is recognized and awarded, you will call up your assigned team. Please plan ahead and bring something nice to award them.

Speak Now or Forever Hold Your 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 PM on Sunday, the time or LEO loss will be assessed to your final score.

Team Coast Guard

The Sheriff Marine Patrol will be on the water to ensure everyone stays on course. There is a 48' channel to cross under the bridge being reconstructed. If you drift past the river exit point and cannot return under your own power, the Marine Patrol will tow you 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! We can say that the 3rd weekend in July is statistically the one least likely to have rain the entire year.

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. RUMBLE SEAT PASSENGERS CAN NOT SWAP OUT UNLESS * SEE RELIEF PILOT RULE

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) on the Sculpture and must wear a bike helmet 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 during Tech Check. Sculptures are tested for stopping and steering ability, as well as emergency exit. There will be a random check just prior to your departure time, and possibly at other times, to confirm that you are carrying the following safety equipment (which must be on board at all times):

- ☒ LOUD horn.
- ☒ Road Flare.
- ☒ An approved warning triangle, 12x12 inches (aka "Slow Moving Vehicle" symbol).
- ☒ Hardened point accessible for towing (exposed metal frame - not artwork)
- ☒ 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 & rumble seat passenger, 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 the start of each day's race.
- ☒ A whistle FOR EACH PILOT and rumble seat passengers while on the water for water safety as required by the State of Oregon.

***LEO**

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. All pilots will wear their PFDs/Life Vests while on the water, not just available on your craft.

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 4 hours after their Saturday start time - typically around 4:00 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 2.5 hours after each team's 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**

JUDGING

ENGINEERING - MUST **LEO** TO WIN

Behind every wacky work of rolling art is serious ingenuity! Our Engineering Judges are on the lookout for brains and brawn—evaluating how well your sculpture functions across land, sand, mud, and water.

How it works: Multiple judges will score Engineering, and your final score will be the average of their ratings. Scores are then normalized between 10 and 1. Judges begin their inspection during Saturday's 8 AM check-in—but they'll also observe you throughout the race, so keep it rolling!

What they're looking for: Clever solutions to course challenges; Smart use of materials; Solid, durable construction; Creative mechanisms and moving parts; Overall reliability under pressure

Each judge has their own way of gathering info, so be ready to explain and demonstrate your sculpture. If something breaks or fails to function—well, that's part of your score too.

Scoring Categories (0 = "Yikes!" to 6 = "Wow, that's slick!"):

- Fit & Finish - Polished? Rust-free? Or held together with wishful thinking?
- Ergonomics - Can pilots steer, see, and bail out gracefully?
- Materials - Are they just right, not just "lying around"?
- Art of Engineering - The "how'd they even build that?" factor
- Brakes - Must actually stop. Shoes don't count, maybe.
- Steering - On land, sand, and in water. Controlled or chaotic?
- Course Transitions - Smooth switch between land, sand, mud, and water?
- Capability - Can it handle each surface?
- Gearing - Smooth shifts or sticky sprockets?
- Flotation & Propulsion - Real float. Real movement. No flailing.
- Design - Genius or junkyard gamble?
- Gee Whiz Factor - The thing that makes engineers grin.

Pro Tip: Judges respect good design, love clever fixes, and swoon over well-made machines. Be bold, be functional, and be ready to show off your smarts.

ARTISTRY

Artistry is a major part of what makes the Graand Kinetic Challenge so unforgettable! Our Art Judges will evaluate each sculpture during Saturday morning judging, just before the race begins.

Art Categories

Here's what the judges score you on (0 = "meh", 3 = "WOWZA!"):

1. Design - Is your theme on full display, top to tires?
2. Craftsmanship - Quality construction, attention to detail, and intentional design.
3. Imagination - Does it spark WOWzer? Awe? Or Confusion?
4. Color - Did it pop, slop, or flop?
5. Texture - From feathers to glitter to foam—did you make materials work?
6. Costumes - Are your pilots and pit crew dressed to impress (and match your theme)?
7. Gee Whiz Factor - That unexplainable something that makes jaws drop and judges giggle.

Pro Tip: Judges do their best to check their personal tastes at the start line—but be bold, be clever, and above all, have FUN with your art. Silly is celebrated. Strange is welcome. And creative chaos is kinetic gold.

So bring your best, weirdest, wildest self to the race—because this isn't just engineering, it's art on wheels!

PAGEANTRY

Pageantry is where kinetic brilliance meets pure, joyful performance—and we're here for the drama, the dancing, and the delightful nonsense! Your team will be judged on how well you entertain the crowd (and judges) throughout the weekend—starting with the 11:00 AM Stage Show on Saturday and continuing across the entire race course.

How it works:

Each judge scores your team across 5 performance elements from 0 ("meh") to 3 ("legendary"). Your final Pageantry score is the average of those ratings, normalized between 1 and 10. That score gets added to your Artistry, Engineering, and Speed totals with a 10% weighting—meaning theatrical flair can boost your final standing!

What we're looking for:

Pageantry is all about humor, theatrical appeal, and full-on theme immersion. Role-playing is encouraged. Commitment to the bit is rewarded.

Scoring Categories (0-3 scale):

- Stage Show - Did the crowd go wild? Was your act unforgettable or forgettable?
- Song - Must include your team name and the words "da Vinci," "kinetic," and "Corvallis." Bonus points for clever lyrics and Broadway energy.
- Playing the Sands - When crossing the dunes, are you giving the crowd a show—or just grinding gears?
- Mud Madness - Same deal, but with more splatter. Engage the crowd with drama, music, or ridiculous flair.
- Play It Again, Sam - Is your performance so magical that we want to see it again and again?

Pro Tip: Prepare a team chant or song you can perform on demand. Rhyming is rad. Showmanship matters. Silly is sacred.

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*).

More in the TIMING section below.

TIMING

The clock for the road race starts when you leave the Crystal Lake Sports Park and stops when you arrive at the Sand Dune, staged and ready for the sand challenge. Except for 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 receives 10 minutes as their time, a rousing cheer for making a good effort, plus a 30-minute penalty push **AND LOSS OF LEO**.

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 receives 15 minutes as their time, a rousing cheer for making a good effort, plus a 30-minute penalty push **AND LOSS OF LEO**.

At designated bottlenecks, Timekeepers will note your arrival and departure times; however, it is your responsibility to make sure they 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 water exit) will receive the Dan Monk Award. You ARE NOT, however, clocked out after exiting the water - just time noted.

Please be aware that from the time you start down the boat ramp you have 5 minutes to get into the river and head 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 pull you out, and you will receive a roll-out penalty.

Another Note: there is an absolute river entry closure time of 1:30 PM -- if you are not in the river by then you will not be allowed to enter. However, you may transport your sculpture to the river exit and continue the road race from there, but with a penalty for skipping the river.

Each team has an individualized course closing time. On Saturday, the closing time is race start time, plus 3 hours, plus any accumulated bottleneck time. Since, by definition, all racers start at 12:15 PM on Saturday, normal closing time is about 4:00 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).

AWARDS

SECRET ADMIRER

Be ready to present your Secret Admirer award to the team assigned to you. The Award Presenters will decide on the flow to make sure each team has the chance to award and receive!

GRAAND CHAMPION PRIZE: \$400

To earn the title of **Graand Champion**, your team must **LEO** and achieve the **highest combined score** across the four major categories: **Artistry, Engineering, Speed (Time), and Pageantry**. We calculate this by adding your normalized scores in A, E, S, and P. In the event of a tie, race time breaks it.

To keep the glory flowing, the Graand Champion **forfeits all individual A/E/S/P awards**, as well as the **50-Mile Radius** and **They Came From Out of Town** awards (but may still win LEO and other specialty honors).

In short:

Top combined score in Art, Engineering, Speed, and Pageantry + LEO = Graand Champion.

YOU MUST **LEO TO WIN**

Sponsored by PRAX (Patricia Valian Reser Center for the Creative Arts); Trophy art by Rob Lorensen and RamZee Fabrications

50 MILE RADIUS - LOCAL \$200

This award goes to the team from the Lane/Linn-Benton County area 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.

Sponsored by the Griffio Brothers

THEY CAME FROM OUT OF TOWN: \$200

This award goes to the team from outside the Lane/Linn Benton County area 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 team. *Out Of Town* is defined to mean that the majority of team members who designed, constructed, and rode the machine must live outside of a 50-mile radius of downtown Corvallis, OR.

Sponsored by

TOP OVERALL TIME: \$150

This award goes to the team with the top Time score.

YOU MUST **LEO TO QUALIFY**

Sponsored by The Thyme Garden

ENGINEERING: \$150

This award goes to the team with the top Engineering score.

YOU MUST **LEO TO QUALIFY**

Sponsored by The Corvallis Odd Fellows Lodge

ARTISTRY: \$150

This award goes to the team with the top Artistry score.

Sponsored by The Arts Center

PAGEANTRY: \$150

This award goes to the team with the top Pageantry scores

Sponsored by The Corvallis Odd Fellows Lodge

BEST SONG: \$50

Awarded to the team with the best song at the Saturday pageantry. Remember, a judge may ask you at any time to perform your song. Did you include the words "da Vinci," "kinetic," and "Corvallis"?

Sponsored by Troubadour Music Center

JUDGES' FAVORITE: \$50

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

RACERS' FAVORITE: \$50

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

FANS' FAVORITE: \$50

This award goes 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.

Sponsored by Conundrum House/ReMarkable Arts

WIZARD'S CHOICE: \$100

This award goes to a team chosen by the whim of the Graand Wizard.

Sponsored by Raan Young, Graand Wizard

GODDESS JENO: \$100

Only the Goddess Knows How You'll Meet Her Requirements

POOH BAH'S CHOICE: \$100 as a fistful of gold coins

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

Sponsored by John Sechrest

KING OF KLUCK: \$100

This award goes to the team with the most King of Kluck eager-beaver points.

Sponsored by Mark Schurman

DAN MONK AWARD: \$100

Awarded to the team with the fastest time on the water on Sunday.

Sponsored by The Lutefisk Organization in memory of Dan Monk

HAMMY AWARD: The Best Ever Ham and some bacon

This delectable award goes to the team with the clearest 'signal' to the hams.

Sponsored by Anthony & BCARES

CUDDLY TEDDY BEAR AWARD: \$42.17

Awarded to the team with the most beloved, well-integrated mascot. Judges consider fit with the sculpture's theme, costume, safety gear, and the bear's name, history, condition, personality, purpose, and team relationship. No cuddly stuffy? No prize.

Sponsored by The Toy Factory

LEO AWARDS

All teams that earned LEO awards will gather and receive their **LEO** awards as a group. Congratulations!!!

THANK YOU

Thank you to our esteemed GRAAND SPONSORS:

Benton Community Foundation; Allen Brown S.T.E.A.M. Inspiration Fund of Oregon Community Foundation; FactoryWiz, Visit Corvallis, City of Corvallis, PRAx, and First Alternative Co-op.

Thank you to our esteemed Donors:

2 Towns Ciderhouse, 4 Spirits Distillery, Abundant Solar, Adrienne Fritze, Anthony Odenthal & BCARES, The Arts Center, The Book Bin, Common Fields, Conundrum House Experiences/ReMarkable Arts, CorvallisFall Festival, Element Graphics, GatheringTogether Farm, Goddess Jen-O, Graand Visions, Inc, Griffo Bros, High Quality, John Sechrest, Kinetic Bagel, Mark Schurman, Minuteman Press, Oakshire Brewery, Odd Fellows Lodge, Paul Vibrans, Philomath Rental, PRAx, Rich Hefner, Riverside Window & Door, Inc, Squirrels Tavern, The Toy Factory, Tina Kerrigan Photography.

Thank you to our esteemed Supporters:

American Dream Pizza/Crow Bar, Peak Bike & Outdoor, Common Fields, Chipotle, Papa's Pizza, OSU's Corvallis Kaleidoscope, Mid Willamette Bicycle Club/Corvallis Bike Collective, Karen "Kween Kondor", SLUG Queen, Corvallis Knights, DTW Street Band, Benton County, ODOT, and Corvallis Parks & Rec.