



29th Annual  
da Vinci Days  
**GRAAND KINETIC CHALLENGE**  
July 17 - 18, 2021  
**Kinetic Komeback**

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

## SCHEDULE

**Note these changes: Secret Admirer Award, Saturday road course, Sunday Rider Reward**

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

**5:00 pm - 9:00 pm: REGISTRATION & PACKET PICK UP – dVD/GKC Graand Central** (Benton County Fairgrounds)  
You will be assigned a check-in time during packet pick-up. If you are camping at the fairgrounds, for the health of the oak trees, do NOT park your vehicle(s) under any tree canopy so as to avoid compacting the roots underground. We are already in a no-burn period, so no open fires (though propane cook stoves are fine).

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

**8:00 am – 9:00 am: REGISTRATION & PACKET PICK UP – dVD/GKC Graand Central**  
You will be assigned a check-in time during packet pick-up.

**9:00 am – 11:00 am: TECH CHECK-IN & ART & ENG JUDGING – dVD/GKC Graand Central**  
Check in with the race officials at your **assigned time between 9:00 and 10:45**. If you are late for your assigned time, the amount of time you are late **will be** added to your race time. At Tech Check, be prepared to show all the required equipment (you do have your life preserver, yes?), and then demonstrate your acceleration, braking, emergency exit, and steering ability.

At the completion of your Tech Check, you will be directed to park your sculpture on the west or south edge of the parking lot where the ART and ENG judging will take place. Be prepared to impress the ART and the ENG judges with what you've got (bribes can help here, in a pinch). Press and Spectators may also be present, so give it your best shot.

#### **YOUR SECRET ADMIRER (New for 2021)**

(Shh – it's a secret) Sometime after the close of registration at 9:00 am and the start of Pageantry at 11:00 am you will secretly be handed the name & number of another team. Your mission is to observe this team over the course of the weekend and get to know them some and discover what's special or cool or fun about them. Then, at the awards ceremony, after your team has been recognized and awarded, YOU will share some of what you observed about your secret team and then call them up to receive YOUR SECRET ADMIRER award. **Please plan ahead and bring something nice to award them.** (note: the 'tote your bribe' gift to a planning committee member has been dropped in favor of this)

#### **~ 11:00 am – ~ 1:00 pm: PAG PERFORMANCE and JUDGING**

After the last team completes their ART and ENG judging (time dependent on how many teams are competing), then team pageantry performances will begin with all teams in attendance so everyone can enjoy the other team's pageantry performances!

During the Tech Check and Judging, stickers will be placed on (or given to you to place on) your sculpture number. After all the PAG performances are completed and you have all your stickers, you are cleared to race!

**1:00 pm (or sooner, depending on when PAG ends) – 1:45 pm:** Free Time, Lunch, Relax, Visit

**\*\*\* 1:45 pm: RACER'S MEETING – STARTING LINE \*\*\*** Last minute instructions will be provided here. Do not miss this meeting!!!

#### **2:00 pm – 5:00 pm: ROAD RACE STAGE 1 + SAND DUNE + ROAD RACE STAGE 2**

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 an out and back that finishes at **dVD/GKC Graand Central**.

Here's the Course, and the flow for the Saturday race:

1. Similar to other races, there will be a 'le mans' start with racers running to their sculptures. But before heading out onto the race course, racers will 'parade' counterclockwise around the Graand Central parking lot For The Glory and For The Fun of it. After parading for a while, at some random moment, race officials will 'open' a 'gate' near the south west corner of the loop. At this point the lucky sculpture that happens to be there will exit south, onto the racecourse, with the subsequent sculptures following them onto the racecourse. Note: if you happen to be ahead of the lucky-first-to-exit sculpture, do not turn around and take a shortcut to the exit: complete your parade loop before exiting. The race has begun.  
As you leave the gravel parking lot, turn RIGHT (WEST) onto SW Reservoir Ave, heading toward the Bald Hill bike path.
  2. Proceed west on SW Reservoir Ave about 0.8 miles to the parking area/bike path junction and then turn right (north) onto the Midge Cramer/Bald Hill path.
  3. Stay on the path 1.3 miles to where the path ends at NW Oak Creek Drive.
  4. Turn right (east) onto NW Oak Creek Drive, heading toward NW 53<sup>rd</sup> Street.
  5. Turn right (south) onto NW 53<sup>rd</sup> Street.
  6. Turn right into the Fairgrounds at first driveway past the Campground entrance, then make an immediate left (retracing the route you took to get to the Tech Check earlier) then head to the Sand Dune by proceeding across the Graand Central parking lot, and onto the gravel as at the start of the race. But just after you get onto the gravel, make a right turn through the small gate in the fence at the north end of the parking lot, and ride west along the edge of the parking lot and head toward the **Sand Dune**. Kinetic Race Officials will direct you to the sand transition area. Once you are ready for the sand you will be off the clock as you wait for your turn to tackle the **Sand dune**.
  7. After completing the **Sand Dune**, if necessary, transition back to road mode in the transition area, and exit at the south edge of parking lot but this time turn LEFT (EAST) onto SW Reservoir Ave and proceed to the stop light at SW 53<sup>rd</sup>.
  8. Cross SW 53<sup>rd</sup> and get onto the SW Campus Way bike/pedestrian path.
  9. Continue east along SW Campus Way about 1 mile.
- COURSE CHANGE FROM 2019: ADDITIONAL CONSTRUCTION CHANGES**
10. Before you get to campus, turn right (south) on SW 30<sup>th</sup> Ave.
  11. Proceed one block and turn left (east) on SW Jefferson Ave. There are 4 speed bumps on this section of Jefferson!
  12. Continue east on Jefferson until you get to 8<sup>th</sup> Street. You are not a car and may ignore the 'Do Not Enter' sign partway through.
  13. Turn left (north) on 8<sup>th</sup> Street and proceed 2 block to NW Monroe Ave.
  14. Turn right (east) on Monroe and proceed 1 block to NW 6<sup>th</sup> Street.
  15. Turn right (south) on 6<sup>th</sup> Street and proceed 2 blocks to SW Jefferson Ave. You will shortly be returning back the way you came. Cheer on the racers that you pass or that pass you!
  16. Turn right (west) on Jefferson and proceed all the way back to SW 30<sup>th</sup> Ave.
  17. Turn right (north) proceed about 1 long block until you come to SW Campus Way.
  18. Turn left (west) onto SW Campus Way and proceed about 1 mile.
  19. Cross SW 53<sup>rd</sup> at the traffic signal and continue west on SW Reservoir Ave for about 100 yards.
  20. Turn right (North) at the first Fairgrounds entrance, and head back to the GKC campground, between the auditorium and the building to the west of it.
  21. Cross the finish line shortly before you reach the campground. Yeah! Day 1 racing is done!

#### **6:00 pm – 8:00 pm: DINNER**

Dinner and beverages will be provided for all GKC race participants (anyone with a GKC Badge) and will be located at the Fairgrounds at ~~the long tree table behind the yellow carriage house!~~ (Location TBD: a windstorm blew down a giant oak tree onto the table).

#### **~9:15 – ~9:45 Lumenata Light Parade**

Our inaugural Leo's Lumenata Light Parade in 2019 was a magical experience, so let's do it again! As before, the Corvallis funk band DTW will lead a stream of lit-up sculptures as they parade around the fairgrounds at dusk on Saturday night. As an extra incentive to participate, teams who make a concerted effort to light up their sculpture and join the parade will qualify for a 30-minute reduction in their total race time. There will also be a prize for the most artistically-lit sculpture. Non-hazardous illumination only, please (no lasers, open flames, etc.)

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

**RIDER REWARD – New for 2021:** Teams that ride from the fairgrounds to the Mud Bog at Crystal Lake (as opposed to trailering) will be rewarded with a 30 minute reduction in their overall race time. Check in with a race official when you arrive at Crystal Lake to claim your reward.

**The recommended route to the Mud Bog is as follows:**

1. Start as you did on Saturday when you headed into downtown Corvallis: exit at the south edge of parking lot and turn left (east) onto SW Reservoir Ave and proceed to the stop light at SW 53<sup>rd</sup>.
2. Cross SW 53<sup>rd</sup> and get onto the SW Campus Way bike/pedestrian path.
3. Continue east along SW Campus Way about 2 miles.
4. Before you get to campus, turn right (south) on SW 30<sup>th</sup> Ave.
5. Proceed one block and turn left (east) on SW Jefferson Ave. There are 4 speed bumps on this section of Jefferson!
6. Continue east on Jefferson until you get to 15<sup>th</sup> Street. You are not a car and may ignore the 'Do Not Enter' sign partway through.
7. Turn right (south) on 15<sup>th</sup> Street and proceed until you come to the intersection with Philomath Blvd / Hwy 20/34.
8. Continue straight across Philomath Blvd / Hwy 20/34 and over the bridge into Avery Park.
9. Follow the road as it curves to the left (east) and becomes SW Avery Park Drive.
10. Continue on SW Avery Park Drive to the intersection with SW Avery Avenue.
11. Turn left (east) onto SW Avery Avenue and proceed to the intersection with 3<sup>rd</sup> St / Hwy 99W.
12. Continue straight across 3<sup>rd</sup> St / Hwy 99W and proceed on Crystal Lake Drive to SE Fischer Lane.
13. Turn left (east) onto SE Fischer Lane and proceed into Crystal Lake park.
14. The Mud Bog is north of the parking lot, so head in that direction after you descend into the park.
15. When you arrive, let a race official know that you rode to Crystal Lake to claim you RIDER REWARD.
16. As with the Saturday Sand Dune, if you need to make any transitions to be ready for the mud, make your transitions, and then proceed to the designated mud waiting lines.

**\*\*\* 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 notifies an official timer that they are ready to enter the water. **Special thanks to Green and White Rock Company for providing the loam.**

**12:30 pm-ish: Water Entry** (Willamette Boat Ramp at Crystal Lake Park)  
After 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 never stops and continues after the sculptures exit the water until they arrive at the **Finish Line at dVD/GKC Grand Central. Water Time will be tracked. The team with the fastest Water Time will receive the Dan Monk Prize. Note: there are no legal push zones at the water exit. Do not transition to road mode immediately after exiting the water, rather, continue pedaling until you are at the upper parking area before transitioning.** After exiting the water, 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 through the gravel parking lot after leaving the water.
2. Travel south on NW 1<sup>st</sup> Street.
3. Turn right (west) onto SW Madison Avenue.
4. Turn left (south) onto SW 5<sup>th</sup> Street.
5. Turn right (west) on Jefferson and proceed all the way back to SW 30<sup>th</sup> Ave. (Saturdèjà vu)
6. Turn right (north) proceed about 1 long block until you come to SW Campus Way.
7. Turn left (west) onto SW Campus Way and proceed about 1 mile all the way out to the fairgrounds.
8. Cross SW 53<sup>rd</sup> at the traffic signal and continue west on SW Reservoir Ave for about 100 yards.
9. Turn right (North) at the first Fairgrounds entrance, and head back to the GKC campground, between the auditorium and the building to the west of it.

10. Cross the finish line shortly before you reach the campground!

**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.

**5:30 pm – 7:00 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 5:30 PM**. Celebrate those who captured the coveted da Vinci Days Graand Kinetic Challenge Awards. After the Awards Ceremony, beginning around 7:00 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: Prize: \$300 cash - Donated by The Prize Pool**

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.

**TOP ENGINEERING Prize: \$75 Cash (Runner-up \$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 \*\***

**TOP ARTISTRY Prize: \$75 Cash (Runner-up \$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.

**TOP PAGEANTRY Prize: \$35 Cash (Runner-up \$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

**TOP TIME Prize: \$75 Cash (Runner-up \$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 \*\***

**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**

**SPEED'S CHOICE Prize: \$50 Cash**

This prize awarded by Reed's alter ego Speed Racer, or was that Reed Spacer? **Donated by Reed Lacy**

**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: \$125 Cash**

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

**HAMMY AWARD Prize: \$50 & a ham**

This delectable one will be awarded to the team with the clearest 'signal' to the hams. **Donated by Anthony & BCARES**

**CUDDLY TEDDY BEAR Prize: \$42.17 Cash. Donated by the Prize Pool**

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

**BEST OF LUMENATA Prize: \$50 Cash**

This prize will be awarded to the sculpture deemed most artistically-lit at the Lumenata Light Parade on Saturday.

**The Prize Pool & Other esteemed Donors:**

Allen Brown STEAM Fund; John Liczwinko, Graand Visions Ink; Dan Monk, John Sechrest; Mark Schurman; Paul Vibrans; Valley Eye Care.

\*\* 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, and minus 1/2 hour for participation in the Lumenata Light Parade. 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 11:00 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. 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 **AND LOSS OF LEO**. 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 **AND LOSS OF LEO**.

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 **2019** da Vinci Days Graand Kinetic Challenge Rules in a water tight container.
- An official da Vinci Days 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. 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 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! & 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 14 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 thanks 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 (and please note: the Grand 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 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 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 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! We can say that the 3<sup>rd</sup> 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.

## 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