



30th Annual  
da Vinci Days  
**GRAAND KINETIC CHALLENGE**

July 16 - 17, 2022

2022 theme: **Looking Up**

<http://www.davincidays.org>

v7-2a

The GKC is mission is to **INCLUSIVELY** seek **GLORY** and have **FUN** with you, our racing peeps. Highlights and some changes include:

As always, the Kinetic Kitchen is there for your use in the middle of camp at Graand Central, where everything important happens: Registration, Pageantry, Saturday catered dinner, Sunday award ceremony, and the Sat & Sun finish line.

In lieu of cash prizes, this year we are offering financial support to teams to help cover costs of getting to the race. **Up to \$150 per team available, registration form due no later than July 6.** See registration form to apply.

Dean Codo's Racer Oasis is back. Close to the Sand Dune, it's for all who wish to cool off on a hot day or stay up late at night.

The Saturday evening Lumenata lighted sculpture evening parade promises to be as magical as before.

A bit of silliness **must** happen in the middle of the Saturday race at Central Park (see below).

**Green text** below highlights changes and notables below.

## SCHEDULE

### FRIDAY, JULY 15<sup>th</sup>

**5:00 pm - 9:00 pm: REGISTRATION & PACKET PICK UP – dVD/GKC Graand Central.** You will be assigned a check-in time during packet pick-up. If you are camping (it's FREE :^) at the fairgrounds, for the health of the oak trees, please don't 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 16<sup>th</sup>

**8:00 am – 9:00 am: (LATE) REGISTRATION & PACKET PICK UP – Graand Central**  
You will be assigned a check-in time during packet pick-up. See above for additional info.

**9:00 am – 11:00 am: TECH CHECK-IN & ART & ENG JUDGING – Parking lot south of the Auditorium building next to 53<sup>rd</sup> St.**

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 preservers, 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**

(Shh – it's a secret) At the start of check in (right before tech-check) 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 and discover what's special or cool or fun about them. Then, to open the awards ceremony, after your team has been recognized, YOU will share what you observed about your secret team and then call them up to receive YOUR SECRET ADMIRER gift. **Please plan ahead and bring something nice to give them.** We replaced 'The Chosen One' with 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! Pageantry will be performed at Graand Central in the shade at camp where registration and packet pick up happened.

**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!!! **The "starting line" is the parking lot where tech check occurred. The finish line is Graand Central in the oak grove**

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

The Road Race begins at **2:00 PM**. Racers must observe all traffic signs and signals. The race is a loop, a sand challenge, and an out and back that **finishes at 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 parking lot For The Glory and For The Fun of it. **Have some Fun! Engage with the spectators and other racers!** 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.
2. As you leave the gravel parking lot, turn RIGHT (WEST) onto SW Reservoir Ave, heading toward the Bald Hill bike path. **(Make note of the second entrance to the fairgrounds parking lot as you will use that to get to the Sand Dune after your loop around Bald Hill).**
3. Proceed west on SW Reservoir Ave about 0.8 miles to the parking area / bike path and turn right (north) onto the Midge Cramer/Bald Hill path. **Speed demons take note: the path is somewhat narrow, and passing may be challenging/impossible along the path.**
4. Stay on the path 1.3 miles to where it ends at NW Oak Creek Drive. There are numerous ups and downs on this paved ~9 foot wide bike/pedestrian path. **Remember the honk and pass rule, and if a faster vehicle would like to pass please be considerate of their request. And if you would like to pass a slower vehicle, please have patience until passing can be done safely on this path.**
5. Turn right (east) onto NW Oak Creek Drive, heading toward NW 53<sup>rd</sup> Street.
6. Turn right (south) onto NW 53<sup>rd</sup> Street.
7. **Do not turn in to the Fairgrounds as has been done in prior years, but take 53<sup>rd</sup> Street all the way to the stop light SW Reservoir then turn right (east).**
8. **Stay on SW Reservoir to the 2<sup>nd</sup> entrance (closest to the Sand Dune), then turn right (north) into the parking lot and then turn left (west) and head toward the Sand Dune.** Kinetic Race Officials will direct you to the sand transition area, in case you need to transition. Once you are ready for the sand you will be off the clock as you wait for your turn to tackle the **Sand dune**. Doug with the fairgrounds assures me that he'll groom the two sand lanes to be of equal difficulty (unlike 2021 where the left lane was decidedly easier!)
9. **You are on the clock from the time you start the Sand Dune until the finish line.** For you speed demons, we're going to attempt tracking sand time. After the **Sand Dune**, if necessary, transition back to road mode in the transition area, and exit at the south edge of the parking lot then turn left (east) onto SW Reservoir Ave and proceed to the stop light at SW 53<sup>rd</sup>.

10. Cross SW 53<sup>rd</sup> and get onto the SW Campus Way bike/pedestrian path. About halfway through there is a covered bridge and the road forks. To avoid the bollards at the covered bridge, take the left non-bridge fork.
11. Continue east along SW Campus Way about 1.5 miles to the stop sign at 35<sup>th</sup> Street. There may be cross traffic, so use kinetic courtesy and caution.
12. Continue straight on Campus way. At 30<sup>th</sup> Ave, turn right (south) and continue for two blocks.
13. At SW Jefferson Ave, turn left (east). There are 4 unavoidable speed bumps on this section of Jefferson.
14. Continue east on Jefferson. There is a stop sign at the bottom of the small hill, one block before the stop light at 15<sup>th</sup> St.
15. Continue east on Jefferson until you get to 6<sup>th</sup> St.
16. Cross the railroad tracks and turn left (north) on 6<sup>th</sup> St.
17. Proceed one block and turn left (west) on Madison, crossing the train tracks once again as you do so.
18. Proceed one block to the playground at Central Park.
19. Stop sufficiently long for at least one pilot from your team to run over to the playground car just inside the park and take a photo or selfie. **Failure to provide photographic evidence at the finish line of a pilot in, on or beside the playground car will result in a 30 minute time penalty!**
20. Continue the race by turning left (south) on 7<sup>th</sup> Street and proceed 1 block back to SW Jefferson Ave.
21. You will now be returning back the way you came. Cheer on the racers that you pass or that pass you!
22. Turn right (west) on Jefferson and proceed all the way back to SW 30<sup>th</sup> Ave.
23. Turn right (north) on 30<sup>th</sup> Ave and proceed until you come to SW Campus Way.
24. Turn left (west) onto SW Campus Way and proceed about 1.5 miles. Again, use caution at the stop sign at 35<sup>th</sup> St.
25. Cross SW 53<sup>rd</sup> at the stop light and continue west on SW Reservoir Ave about 100 yards to the first Fairgrounds entrance.
26. 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.
27. **Continue to the finish line at Grand Central where registration and pageantry occurred.** 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) at Grand Central.

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

The 2019 Leo's Lumenata Light Parade was so magical, it's already become an institution. As before, a Corvallis funk band will lead a stream of lit-up sculptures as they parade around at dusk on Saturday night. As an extra incentive to participate, teams that 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 is an award for the most artistically-lit sculpture. Non-hazardous illumination only, please (no lasers, open flames, etc.)

### **SUNDAY, JULY 17<sup>st</sup>**

**RIDER REWARD – 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.**

#### **Here's the route to the Mud Bog:**

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 1.5 miles.
4. Before you get to campus, turn right (south) on SW 30<sup>th</sup> Ave.
5. Proceed two blocks 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 the stop light at 15<sup>th</sup> Street.
7. **Instead of going straight as you did yesterday, 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 stop sign at the intersection with SW Avery Avenue.
11. Turn left (east) onto SW Avery Avenue and proceed to the stop light at 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 your RIDER REWARD.
16. As with the Saturday Sand Dune, if you need to make any transitions to be ready for the mud, make them, and then get in line for the mud. These transitions are all off the clock.

**\*\*\* 9:45 am – RACER’S MEETING – STARTING LINE @ THE MUD BOG \*\*\***

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

Do not miss this meeting. In particular, we will identify the race official who you must notify to take you off the clock after you complete the mud, rinse clean, and are ready for water.

**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 down the two mud lanes two teams at a time, with a 15-minute maximum mud time allowed for each team. Again, for you speed demons, we’re going to try and track your mud time. After exiting the mud, head back close to where you entered the mud and then head east toward the river. There is a sculpture rinse station part way over to the river entry boat ramp. After rinsing clean there, continue over to the east edge of the parking lot and get ready for water. **The clock is running until the team notifies an official timer that they are ready to enter the water.**

**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 Graand Central. Water Time will be tracked. The team with the fastest Water Time will receive the Dan Monk Award. 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 7<sup>th</sup> Street (2 blocks beyond turning on 5<sup>th</sup> street as in previous years).**
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 at Graand Central where registration and pageantry occurred. Hooray, you made it!!**

**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 FAIRGROUND**

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 a 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.

# AWARDS!

## **SECRET ADMIRER**

The awards ceremony will start with each team recognizing their Secret Admirer team with the gift they brought for them.

## **JUDGES' FAVORITE:**

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:**

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:**

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.

## **HELPING HAND:**

Awarded to the team judged most helpful.

## **WIZARD'S CHOICE**

This one is awarded at the whim of the Graand Wizard.

## **SPEED'S CHOICE**

This one is awarded by Speed Racer, or was that Reed Spacer?

## **POOH BAH's CHOICE**

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

## **KING OF KLUCK**

This will be awarded to the team with the most King of Kluck brownie points.

## **HAMMY AWARD**

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

## **CUDDLY TEDDY BEAR**

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

## **BEST OF LUMENATA**

This award goes to the sculpture deemed most artistically-lit at the Lumenata Light Parade on Saturday.

## **BEST SONG**

Awarded to the team with the best song at the Saturday pageantry.

## **DAN MONK AWARD**

Awarded to the fastest time on the water on Sunday.

## **ROAD RUNNER AWARD**

Awarded to the team with the fastest total time on the road Saturday & Sunday.

## **SAND SCRAMBLER AWARD**

Awarded to the team with the fastest time on the sand on Saturday.

## **MUD DASHER AWARD**

Awarded to the team with the fastest time in the mud on Sunday.

## **TOP OVERALL TIME 1<sup>st</sup> and 2<sup>nd</sup> Place**

These are the teams with the top 2 Time scores.

## **ENGINEERING 1<sup>st</sup> and 2<sup>nd</sup> Place**

These are the teams with the top 2 Engineering scores, **\*\* YOU MUST LEO TO QUALIFY \*\***

### **ARTISTRY 1<sup>st</sup> and 2<sup>nd</sup> Place**

These are the teams with the top 2 Artistry scores

### **PAGEANTRY 1<sup>st</sup> and 2<sup>nd</sup> Place**

These are the teams with the top 2 Pageantry scores

### **OREGON LOCAL**

This is the team from Oregon with the top total score in Engineering, Artistry, Pageantry, and Time, plus tie breaking based on time. Local is defined to mean that the team captain must reside **within** Oregon.

### **OUT OF STATE**

This is the team from outside Oregon that has the top total score in Engineering, Artistry, Pageantry and Time, plus tie breaking based on time. Out of state is defined to mean that the team captain must reside **outside** of Oregon.

### **GRAAND CHAMPION**

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 \*\***

### **LEO awards**

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

### **Thank you to our esteemed Donors:**

Allen Brown STEAM Fund; Dean Codo, John Liczwinko, Graand Visions Ink; Anthony Odenthal, Reed Lacy, Dan Monk, John Sechrest; Mark Schurman; Paul Vibrans;.

## **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 (least) to 10 (most) 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, and minus 1/2 hour for pedaling (not trailering) to the mud. 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**.

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. May it forever be so!**

### **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 da Vinci Days Graand Kinetic Challenge Rules in a water tight container (or on your phone ;^).
- 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.
- 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 thanx to Allen Brown's electrifying efforts in search of a loophole. **\*LEO**

### If You Can Make It There

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

### It's Da Pits

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



### Keep On Rollin'

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

### Keep Your Hands to Yourself!

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

### Kenny's Rule of Duck Mania

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

### Leonardo's Legacy

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 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 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 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 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 Noxious Night Noise

On at least two occasions the Corvallis police have been called out to the fairgrounds on complaint of excessive noise at night. The Graand Kinetic Challenge strives to be good neighbors to all within earshot of the Benton County Fairgrounds Oak Grove camping area (including children of families racing). Quiet time is 9PM - 8AM. Teams that would like to party hearty are invited head toward the Sand Dune where Dean's Racer Oasis welcomes the party crowd. **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 banishment from camping at the fairgrounds next year.** Everyone's consideration and cooperation is greatly appreciated! \*LEO

### No Walking About

During the race, relief pilots are not allowed unless prior authorization has been given by the race officials. **If your team might need to make use of relief pilots, please request authorization for this at Friday 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!

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