



40th “Ruby” Anniversary
KINETIC GRAND CHAMPIONSHIP
MAY 23rd, 24th, 25th 2009
OFFICIAL RULES



Kinetic Sculpture Racing is for everybody, so we like to keep things simple. So here are the *10 simple rules* that we have followed, more or less since 1974. Be sure to read them, as we will consider all racers guilty until proven innocent. **And to ensure we all know why we participate in this little event, we have moved Rule 10 up to be our #1 RULE (& it's still rule 10.0).** There will be a 15 minute penalty assessed for breaking any rule without a stated penalty (whether it be time or loss of ACE).

#1 RULE

It is mandatory that all Sculpture Pilots, Pit Crew, Officials, Spectators, Law Enforcers, Communicators, Volunteers, Merchants, and even innocent bystanders put great effort into having great fun for it is such Craziness as this that keeps us all Sane! If you insist on being a grumpy racer and not having fun, you may declare "diplomatic immunity" (since you are surely from another planet) and not be cited by overly excited officials for that infraction, but we reserve the right to adjudicate any such declaration.

1.00

Sculptures must be people-powered! No pulling, pushing, paddling, or other propulsive method is allowed except by Official Pit Crew and Pilots. Stored energy is allowed for non-propulsive purposes only. It is legal to get assistance from the natural power of water, wind, sun, gravity and friendly extraterrestrials (if introduced to the judges prior to the race). ***ACE RULE**

1a

All pilots must be 16 or above. When on the road, pilot in control of vehicle must be 18 or above. All participants under 18 must have an adult on the machine at all times. No participants under 12. ***ACE RULE**

1b

Each Sculpture must measure no more than 8 feet wide, and no higher than 14 feet while on the road or highway. ***ACE RULE**

1.03c

Your Sculpture must not be inherently dangerous to you or anyone else in the world. Projectiles, such as arrows, anchors, and grappling hooks fall into this category and are disallowed. ***ACE RULE**

1d

Your Two Official Sculptures License Number Plates must be displayed on both sides of your vehicle so as to be visible to Check-Point Officials and Exalted Timer-Persons. The name and number of your vehicle should also be visible for the benefit of Spectators, TV Crews, and your own ~~vanity~~ GLORY!

2.00

All special terrain equipment must be on board at all times when traveling on course. Example: Flotation Equipment, Special Tires. ***ACE RULE**

2.01a

All Sculptures must have overnight equipment (as well as other payload) on board when traveling on course. This includes:

- One Pilot-sized Sleeping Bag (correctly sized for his or her own body) per Pilot
- One Toothbrush per Pilot.
- One copy of the 2009 Kinetic Grand Championship Rules protected in a transparent plastic bag.
- Sun Screen is strongly suggested. (So is mosquito repellent, but that is another story!)
- Since mothers are discouraged from running alongside, racers must carry a comforting item of Psychological Luxury no smaller than a restaurant coffee cup at all times. An old security blanket (your

"binkie", or whatever you called it!), a soft teddy-bear or sock doll will suffice. "Teddy Bears" are highly recommended or an unreasonable facsimile thereof.

2.01a-b Bart's Exception

Mother will not be discouraged, nor will a penalty be assessed for running along side if said mother is a member of the racer's crew, or is a competitor actively attempting to womp junior's butt.

2B or not 2B Capt. Robert's Rules of High Order

You may not start the race until you have passed Official Safety Inspection! Inspections will be handled by the CHP, Sheriff's Marine Posses and/or the Kinetic Safety Check Committee, all of whom are rough, tough cookies! The following safety equipment must be on board at all times:

- Front Light suitable for night driving, visible for 20 yards
- Red Tail Light
- Approved Warning Triangle, 12" X 12"
- USCG Approved Life Preservers, one per Pilot
- Operable and Functioning Brakes
- Water (one quart per Pilot) Container must be filled each day prior to start
- Flare
- Horn
- Two-Gallon Pail
- Compass (For Navigation, not for drawing pretty circles!)
- Pre-identified hardened point, i.e. a tow ring

One-hour penalty citations will be issued for lost equipment! ***ACE RULE**

2c or not 2c Mom's High Anxiety Rule

Make sure you can get out of your Sculpture in an emergency. Each Pilot must have a quick exit path. All sculptures must pass a technical safety inspection which will be conducted by the Humboldt County Sheriff's Marine Posse immediately prior to the first water crossing. Life Jackets will be worn while on the water!

2d

All Law Enforcement orders must be followed. Pilots and Co-Pilots under the age of 18 must wear an approved bicycle helmet while on board at all times when racing on the course.

3.00

Pit Crews must consist of Humans only. One Official Pit Crew person is allowed per each Official Pilot.

3.1

All Sculptures must follow the rules of the road, including stop signs and speed limits, and are responsible for knowing the course. A California Motor Vehicle Code Violation resulting in a citation issued by an official law enforcement agency also carries at least a one-hour penalty.

3.14159 Drift Law

Drift limit on Humboldt Bay is to be set by the Sheriff's Marine Posse and will be announced and pointed out to the racers prior to the water entry. If you drift out of limits (as some of us often do), the Posse or the Coast Guard or someone will tow you back on course so as to not lose you to the high seas. A one-hour drift-tow penalty will be imposed.

3.2 Roll In/Roll Out Rule

Sculptures must be propelled unassisted into, through, and out of each water terrain obstacle by the pilots (on-board throughout) in order to avoid a one-hour penalty. Pilots are responsible to avoid this penalty by being observed exiting the water by Referees. Pilots must exit at the Gate areas, as marked by flags and/or marked gates. Upon exiting water all wheels must be clear of the water to be a good exit/roll out. Avoid this penalty by being observed exiting the water by Referees at the official boat ramp (bay) or landing area (slough). All wheels must be clear of the water to be a good exit/roll out. ***ACE RULE**

3.3

No canned, loud music at Crab Park. No fireworks at Crab Park! Campfires are to be contained in pits no larger than 3 feet in diameter, and must be completely extinguished before leaving your area. Guess why the rules specify a two-gallon pail as required equipment? Please remove any and all trash from the area.

3.4

All Pilots must sleep within spitting distance of their Sculpture on the second night (12 p.m. until 6 a.m.). Spitting distance is the combined distance that each Pilot and Pit Crew member can spit a mouthful of water. Failure to do so will result in a three-hour penalty and loss of ACE (if applicable.) ***ACE RULE**

4.00 Honk and Pass Law

Those honked upon must yield right-of-way to faster moving vehicles (sculptures) wishing to pass. It is not nice to hog the road. Passing may not interfere with traffic or any racer's safety.

4a

During timed competition, no relief pilots will be allowed unless specifically authorized by the Race Judges. Pilots (and Barnacle Passengers, if any) must stay with their Sculpture and are not allowed to ride on Pit Crew vehicle while sculpture is progressing on course. ***ACE RULE**

4b Bubba's Boo-boo Rule

No drafting of motor vehicles on land or sea to help! Three-hour penalty.

4c

The race begins at the Arcata Plaza with the noon whistle. Neither Pit Crews nor Spectators are to assist Pilots at the start. No pushing Sculptures at all until 12:22 p.m. ***ACE RULE**

4d

Pit Crews will not follow directly behind sculptures in motor vehicles. Pit vehicles must prominently display official race pass.

4e

There will be a seven-hour penalty for a Bay Tow. (Except under Rule 3.14159). ***ACE RULE**

4f

Harassment of Officials can result in a one-hour penalty, or Banishment. Disgrace is liberally awarded in all such cases.

4x

Pilots, Pit Crew and Officials will not involve themselves in incidents of kicking, biting, scratching, or fisticuffs. Anyone engaging in such outrageous activities is not honored, but disgraced.

5.00 Kept ready just in case we need another one!

6.00 Armand's Arm and Leg Law

To become an ACE and receive the title of Professor and other accolades, your Sculpture must be ridden by all of its pilots at all times over the entire course. Therefore, at no time can your Sculpture be pushed, pulled, winched, or otherwise propelled along the course by pilots or Pit Crew or both, except in designated "Legal Push" areas. Your Sculpture may be moved sideways, or backwards either by pilots or Pit Crew, or both to gain supposedly better condition, but the Sculpture cannot be moved from the course. Barnacle Passengers, if any, must stay seated during these ridiculous maneuvers! Multiple sculptures (articulated) entered as one sculpture must remain connected THROUGHOUT the race. ***ACE RULE**

6.02b The Garlic Pope Ruling

No gadgets, such as skis, snow-shoes, boards, etc. attached to your feet will be considered part of your sculpture. ***ACE RULE**

7.00 The Case of '79/'84

Pilots are responsible for knowing the course, and must stay on course at all times (that's why you get a map!) A first violation will result in a six-hour penalty and a series of Dirty Looks and Disgrace. A second violation may result in Banishment. ***ACE RULE**

7.01 The If-it's-broke-go-visit-it Exemption of 2003

A team may deviate from the course to visit a wounded comrade in the Hospital, but must first ask "The Most Royal and High Course Director" for such dispensation.

7-1/2 The Agony of Defeat Law

The No Towing Rule. A Sculpture must negotiate the course without assistance by any motorized vehicle. Receiving a tow suggests engineering improvements are required. Back to the old drawing boards; you are out of the race and better luck next year! People powered towing, however is ok. Drag that beast through the course and you finish with honor and muscles! (Exceptions: See Rule 3.14159 and Rule 4e) ***ACE RULE**

8 or Drank

The consumption of alcoholic beverages or use of controlled substances by any Pilot or Pit Crew member while still on the course (from start to finish lines each day) shall result in instant banishment. Pilots should realize that consumption of alcohol during the race is not nice, is unsightly in the eyes of Spectators who look up to the Kinetic Grand Championship people with awe and wonderment, and is also against the law pertaining to all road negotiation vehicles. Violation of this rule 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 a sculpture or Pilot. Pilots must bear in mind that banishment for violation of this rule is a betrayal of Kinetic Honor.

***ACE RULE**

9.00

In case of sunshine, the race shall be run anyway.

9.01 Mom Rule

If a Pilot is pregnant and in labor, that Pilot may be excused for a reasonable length of time (an hour or so) without penalty. However, the Pilot must return with a gloss 8 X 10 color photo for publicity purposes. The baby may then be carried as a passenger in the Barnacle Category for one leg of the course.

10.0

It is mandatory that all Sculpture Pilots, Pit Crew, Officials, Spectators, Law Enforcers, Communicators, Volunteers, Merchants, and even innocent bystanders put great effort into having great fun for it is such Craziness as this that keeps us all Sane! If you insist on being a grumpy racer and not having fun, you may declare "diplomatic immunity" (since you are surely from another planet) and not be cited by overly excited officials for that infraction, but we reserve the right to adjudicate any such declaration.

10.1 Aly's Very, Very Late Law (The Associated Purple Popcorn Protocol & Goddess Jen-O Says)

The Finish Line will close at **6:32 p.m.** on **day one**, or at such time as will be designated by Goddess Jen-O to prevent racers on the course after dark. If you arrive at the Finish Line after the closing time, you will receive a midnight time as if you had arrived at **11:59 p.m.**, and lose your ACE status. Closing time for **day two** will be **7:07 p.m.** On day three, vehicles failing to enter the Eel River, or reach the halfway point by the prescribed time, will be towed or must turn back and take surface roads to Fernbridge. This decision will be made by our highly trained and capable Kinetic Officials. For safety reasons, sculptures may only cross Fernbridge with a police escort; otherwise they must be carried across by motor vehicle (No towing on street.) Closing time on **day three** will be **4:37 p.m.** ***ACE RULE**

10.2 The Inevitable Eventuality Rule

In the event that the Race Course must be altered while the race is in progress, the times of said diverted sculptures will be adjusted by the following formula; Real time plus the difference between the Fastest Original Course Time and the Fastest Diverted Course Time.

$$RT + (FOCT - FDCT) = \text{Time}$$

If the detour is essentially the same as the closed route, then let's just forget about the whole thing! In the event of course changes, course closures, or difficult timing problems, you must obey all alternative rules, timing, and course changes set into motion by such undesirable situations.

10.3 Barnacle Bonus

For optional collection of additional valuable advantages, non-vehicle-powering humans (with a minimum age of 12 and a per-passenger weight of 94 pounds) may be carried aboard the sculpture on a specially designed seat throughout the entire course. Passengers may not be exchanged, must be registered, and must carry a waiver if under 18 (or over 100). Barnacle passengers must stay seated while on the clock, and may not assist in the movement of the sculpture in any physical manner (a hardy *Go Team!* is always appreciated, but whipping and/or foul language is discouraged.) **Each Rumble Seat Passenger is good for a 30-minute reduction in total race time.**

OTHER IMPORTANT STUFF

Timing Problems: Remember, we will stop you in the case of a problem cropping up, and we will have timers there to make sure you are not penalized. Please report any concerns to Jen-O at the Finish Line at the end of each day.

If you cannot find a timer, you are probably in the wrong place, or really late.

Do not borrow, relocate or otherwise alter a course marker - drives our Race Course Director crazy - and, if caught, will be a violation of Rule Five.

If a real world emergency arises, look for Race Officials - believe it or not many of them have either or both a HAM Radio communicator and/or a Cell Phone with them.

If a "nurse" or "doctor" from the MASH unit says stop - do not be foolish, they are there to protect your health.

When crossing the Bay or the River, do not carry on the sculpture really valuable, expensive stuff (especially cameras, tools, etc.) The giant man-eating clams take pictures of the sculptures and are rumored to be building a sculpture with the tools that have been donated to them.

If you get a ticket that you think is totally bogus, you can appeal to the Kinetic Court of Appeals at the Finish Line at the end of each day. Bribes and a good story go a long way with the Judge.

At the awards ceremony many prizes will be given to the racers, so just because you carried your machine across the finish line does not mean you have not been noticed by our crack judging committees.

Remember we are here to have a good and fun time, even when you think that you are not having a good time, somebody who is having fun is watching you.

SCORING

Rules of ACE

To earn the title of ACE and all the accolades attached, your sculpture must be ridden by all of its Pilots at all times over the entire course (see rule 6.00). To be considered for ACE status, you must first register your intent to attempt ACE status. Successful ACE vehicles will be awarded a five-hour bonus. Failure to complete the course with your ACE status intact will result in loss of the five-hour ACE bonus (5 hours will be added back to your time on the day you lose your ACE status).

If you do not register as an ACE, five hours will automatically be added to your time. You must retain your ACE status to the end of the race to be considered for a Time or Engineering Award and Grand Champion. Ensure you have your ACE sticker on your sculpture number at all times, unless it is removed by an official. To retain your ACE Status (yes, we love repeating the words *ACE Status* over and over) you must refrain from breaking the following rules:

1:00, 1a, 1b, 1.03c, 2.00, 2B or not 2B, 3.2, 3.4, 4A, 4C, 4e, 6.00, 6.02b, 7.00, 7 1/2, 8 or Drank, and 10.1

Art Award Criteria

Art shall be judged throughout the race by selected Art Judges. Kinetic Art is creative craftsmanship that includes such items as use of color, costumes, humor, artistic inspiration/originality and two/three dimensions in the art which can include kinetic motion.

A **total of 75 points** will be allocated as follows:

- **15 point Categories:** Kinetic thrills, color, costumes, variety of materials used and original design

Pageantry Criteria ** NEW for 2009 (and beyond)**

Pageantry shall be judged throughout the race by selected Pageantry Judges. Pageantry awards are based on theatrical and mass crowd appeal and by seeking media glory. The most effective use of bribes, their tie in to the theme of their sculpture and variety will also be considered.

A **total of 25 points** will be allocated as follows:

- **5 point Categories:** Humor, theatrics, glory, crowd appeal and bribes

Engineering Criteria

Engineering shall be judged at key points in the race by selected Engineering Judges. Kinetic engineering involves ingenious conquering of course obstacles through sculpture design. Equally considered will be ingenuity in any facet of sculpture design that functions in any truly unique or glorious manner. **You MUST ACE to win an Engineering Award.**

A **total of 100 points** will be allocated as follows:

- **20 point Categories:** Innovation, drive system and floatation (total 60 points)
- **10 point Categories:** Form and function, fit, finish and successful application (total 40 points)

Speed Criteria

Speed awards are based on the fastest elapsed course time after any time-penalty infractions have been added. The fastest sculptures, based on these criteria shall receive the top Speed Awards. **You MUST ACE to win a Speed Award.**

Speed results and points are comparative, based on performance not objective/subjective judging, therefore once speed results and standings have been tabulated, each sculpture will receive points according to the following formula:

The "Fastest Sculpture" shall receive 100 points. Then, for each drop in place/standing a sculpture shall have "X points" subtracted from their respective points earned. Where $X=100/\text{Number of starting entries on day one}$. All points are rounded to the nearest tenth of a point. The points earned are then tallied into the overall standings.

Example: if 50 machines enter/start on day one, X will equal 100/50, or 2! Thus the fastest sculpture will receive 100 points, second will receive 98 points (100-2) and so on so on so forth.

Grand Champion

The Grand Champion shall be determined by taking the four scoring criteria and adding any Grand Champion Points earned. The one with the highest score wins. The Grand Champion shall forfeit any lesser award, except ACE, so as to share the Glory and not to hog up all the biggest prizes. **The Grand Champion must, of course, ACE the course.** Grand Champion Points will be awarded as follows:

Art:

- 1st Place Art 100 points
- 2nd Place Art 75 points
- 3rd Place Art 50 points

Engineering:

- 1st Place Engineering 75 points
- 2nd Place Engineering 50 points
- 3rd Place Engineering 25 points

Speed: ** Changed as of 2009 ** Speed will rec'v the same number of GCP as Engineering

- 1st Place Time 75 points
- 2nd Place Time 50 points
- 3rd Place Time 25 points

Pageantry:

- 1st Place Pageantry 25 points
- 2nd Place Pageantry 15 points
- 3rd Place Pageantry 10 points

All teams finishing the course with their ACE status in tact will receive an additional 25 Grand Champion Points.

Racers' Choice

Please be sure to give your ballot for the Racers' Choice Award to the Timer or other recognizable official at the **Finish Line on Day 2** - your vote is important!

Other awards and prizes to be handed out include (but are not limited to):

- ACE Wings for Pilots who retain their ACE Status through the end of the race on Day 3
- Mediocre Award (middle of the pack after all points are determined – teams who do not complete the course do not qualify)
- Biggest Splash
- Best Campsite
- 2nd to Last Award
- Hobart Brown Lifetime Achievement Award
- Golden Flipper (Sand & Water)
- Most Improved
- 6:32 Award (1st ACE to cross the finish line after course closure)
- Crowd Favorite
- Spirit of the Glorious Founder Award
- Golden Dinosaur (1st to break down AFTER leaving the Plaza)
- Goddess Jen-O Award
- Teddy Bear Award
- Best Volunteer