



In order to help Glorious Spectators understand what those crazy kinetic people are doing, Kinetic Universe presents...

## **Severely Abridged Rules for the Kinetic Grand Championship** **For a complete list of rules (really, there's LOTS more)**

**Rule A- Amusement** is the gift we give and get, so all KGC participants, volunteers, spectators, and innocent bystanders must try their best to have FUN at all times. Insistence on irritability will earn you a time penalty based on the severity of your attitude, and possibly even the "Poor Pitiful Me Award."

**Rule B- Bodies** are our only Batteries. All energy used to move your sculpture forward on the course must be Kinetic, not potential, which means no batteries or other form of stored energy can be used for propulsion except for the calories stored in your Pilots. Acceptable energy sources include: Pilots, wind, sun, gravity, and friendly aliens (from another planet, not another country, and as long as they are presented to Offishuls before the start of the race.) **\*ACE RULE**

**Rule C- CalTrans** has rules: Sculptures must be less than 8 feet wide, and less than 14 feet tall **when on a public road. \*ACE RULE**

**Rule D (amended as of 2012)- Danger** is part of the game, so all KGC participants must be 12 or older. The Pilot in physical control of the sculpture (steering) must be 16 or older, **Steering Pilots 16-17 must have a valid Driver License.** Pedaling Pilots (not steering) must be 14 or older. **\*ACE RULE**

**Rule F- Feet on the street.** If your feet have to touch the ground for your sculpture to move forward, it's not a Kinetic Sculpture. **\*ACE RULE**

**Rule FunGUY-** All participants, must read the rules at least once.

**Rule G- Grapling hooks,** projectiles, anchors and anything else which is inherently dangerous to KGC participants or spectators are prohibited on the course. **\*ACE RULE**

**Rule H- Happiness.** If you ain't got it, fake it. (see Rule A)

**Rule I- If you need it** you have to have it on your sculpture. Floatation equipment, special tires, basic tools, etc; to ACE, you need to carry it all with you. **\*ACE RULE**

**Rule II- In addition** ALL teams must have these items to race:

- One per pilot: sleeping bag which they can actually fit in
- One per pilot: implement of oral hygiene (no toothpicks).
- One per team: A soothing item of psychological reassurance no smaller than a coffee cup, since your Mom won't be there to love and support you. If your Mom is on your team, then SHE must bring a soothing item of her own.

**Rule J- Just in case** we think of something else, we'll leave this one blank.

**Rule K- Kamping** is required at Crab Park.

**Rule L- Leaving the course is not allowed.**

- If one of your pilots goes into labor they can have an hour or so to pop the little bugger out, and get back to the course.

**Rule L-A-W- Laws of the Land** still apply in the Kinetic Universe.

**Rule M- Moving laterally** is legal. (You can push sideways or backwards to avoid obstacles, but not forward.) **\*ACE RULE**

**Rule P- Pilots** you start with have to do the whole course without switching out. **\*ACE RULE**

**Rule P too- Pit Crews** may not touch a sculpture on the course unless they're in a "Legal Push Zone."

**Rule Q- Quick exit paths** from your sculpture must be planned and practiced by Pilots.

**Rule R- Right of way to the swift/loud.** Pilots must yield to faster moving vehicles if honked at.

**Rule RQ- Rutabaga Queens** are to be bribed.

**Rule WAAAAAaaaaaaaaaaaaa- Washing out to sea** would really mess up your glorious time, so the Sheriff's Marine Posse will set a "Drift Limit" on the water. **\*ACE RULE**

**Rule X- Xray vision** and/or any other super power may not be used to sneak a peek at race results or prizes before the Awards Ceremony.

**Rule Y- Youths (and youths at heart) too young or too old to pedal...get to be a Barnacle.** You'll need to be at least 12 years old, and weigh at least 100 pounds, to be a Barnacle.

\*ACE RULES Apply to teams seeking to earn "ACE" status which means the team successfully human powered their sculpture the whole length of the course while following all the rules of the KGC. In order to win an Engineering Award, a Speed Award, or the coveted title of Grand Champion of the Grand Championship, a team must win an ACE.

There is plenty of Glory to go around though. About 2/3 of the teams entering the KGC do not sign up as ACE teams. Some of them are racing their craft for the first time, and want to test it out before trying for the big awards. Some teams have so many ACEs that their trophy shelves are sagging, and they want to give someone else a chance at Glory.

Teams not seeking an ACE, but still following the other rules of the KGC are eligible for awards in Art, Pageantry, Spirit, Teddy Bear, and much more.

See the "Race Results" page on [kineticgrandchampionship.com](http://kineticgrandchampionship.com) after the race is over to see a complete list of results and awards.