



**49th Annual
Kinetic Grand Championship
May 27 – 29, 2017**



**Humboldt's Human Powered Sculpture Race Rules
From A to Z**

Kinetics is for everyone, so we've spelled it out from A to Z. Breaking any rule without a stated penalty will get you a 15 minute penalty, as well as scathing looks from KGC Offishuls.

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) as long as they are presented to Offishuls before the start of the race. Stored energy, like batteries can be used for non-propulsive functions such as lights, animation and music. Sometimes the Pit Crew can help; see "Rule P too." ***ACE RULE**

Rule C - California Vehicle Code - Sculptures must be less than 8 feet wide and less than 14 feet tall **when on a public road** - California Vehicle Code section 35100 (a). ***ACE RULE**

Rule D - 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**. **Barnacles** must be **at least 12** years old, and weigh at least 100lbs (see rule "Y"). There must be an actual adult (18 or older) on the machine or traveling with your sculpture in a human powered vehicle whenever it is on the course. (See rule "V") All participants under 18 must carry proof of age on the course. If a KGC Offishul thinks you might be under 18, you'll have to prove to them that you're old enough to participate. ***ACE RULE**

Rule E- Every Offishul has the right to hand out a 60 minute penalty or suggest penalties up to and including Banishment if they feel threatened or harassed by any member of your team during the race. (See rule "A") ***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. Propulsion must be part of the sculpture itself. (This rule suspended in a "Legal Push Zone") Having something strapped to your feet like snowshoes, wood or skates will be considered "Feet on the Street." ***ACE RULE**

Rule FU- Fisticuffs have no place in the KGC. Any participant caught kicking, punching, biting or being a total jerk is subject to legal actions, time penalties, banishment, and looking like a fool.

Rule Fun GUY- All participants, Pilots, peons, logistics, judges and volunteers must read the rules at least once. Especially peons, they're out of control. (See Rule P Three)

Rule G- Grappling 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. You do not need to carry every possible tool you might need for emergency repairs. In other words: Leave the welder in the shop, but bring your pontoon pump. ***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: copy of the **Offishul KGC 2017** rules and maps in a plastic bag which will be provided at registration or check-in (Pilots are responsible for knowing the course.)
- 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. Teddy Bears are highly recommended. Prizes will be given to the best Teddy, and penalties will be leveled for infractions such as "bear abuse."

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

Rule K- Kamping is required at Crab Park. All teams must camp within spitting distance of their machines on the beach. "Team spitting distance" is the combined spitting distances of all Pilots and Pit Crew on your team. Not kamping will get you a [3 hour penalty](#). ***ACE RULE**

Rule L- Leaving the course is not allowed. Pilots are responsible for knowing the course (plus we give you a map). A [6 hour penalty](#) will be given for leaving the course, unless one of your pilots goes into labor they can have an hour or so to pop the little buggie out, and get back to the course. An autographed photo of the infant must be given to the Rutabaga Queen before your team can continue. If you are visiting a wounded comrade in the hospital, you must get written permission from the Glorious Race Director before leaving the course to avoid penalty.

Rule L-A-W- Laws of the Land still apply in the Kinetic Universe. All KGC participants must follow any orders given by Law Enforcement Officers, the Coast Guard, or Race Offishuls. Pilots under 18 are required to wear appropriate safety gear such as a helmet when on their machines. Road rules such as STOP signs and speed limits must be followed by all teams. A [60 minute penalty](#) will be given to any team caught breaking the Laws of the Land, plus whatever the cops have to say about it.

Rule M- Moving laterally is legal. Pilots and/or Pit Crew can move your sculpture sideways from the course or backwards along the course in order to gain better position with their feet on the ground without breaking Rule F. Barnacles must stay on the sculpture throughout these silly maneuvers. Any FORWARD movement will count as pushing, and lose your ACE! ***ACE RULE**

Rule N- NO LOUD CANNED MUSIC at Crab Park. No unattended fires. Ever wonder why you have to have a 2 gallon bucket? It's to put out fires. No fireworks, or other obnoxiousness, and no trace left behind when you go.

Rule O- Offishul KGC License Stickers must be clearly displayed on both sides of your sculpture, so they can be seen by KGC Offishuls. Also, your team name and number should be proudly displayed on your sculpture for your own GLORY, and the benefit of the radio/TV/web audiences who tune in to admire your efforts.

Rule O-Clock & Goddess Jen-O Says- The course opening and closing times will be given to you in your racer packets. The Finish Line will close at 6:32 p.m., or at such time as will be designated by Goddess Jen-O on the first day 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 (when applicable.) 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**

Rule P- Pilots you start with have to do the whole course without switching out. Same goes for Pit Crew and Barnacles (see rules "P too" and "Y") . . . No substitutions. Articulated or connected machines entered as one sculpture must stay connected for the whole race. You're all in this together. ***ACE RULE**

Rule P too- Pit Crews may not touch a sculpture on the course unless they're in a "Legal Push Zone," working on a stationary machine, or are preventing their team from rolling backwards down a hill. Each team is allowed one Pit Crew person (humans only) per Pilot person (also human). Only Pilots and Pit Crew are allowed to touch the sculpture while it's on the course.

Teams suffering a mechanical failure between the noon whistle and 12:22 on Saturday need to push off to the side, and wait. You may not work on your machines AT ALL between the start of the Race at the noon whistle, and 12:22p on Saturday **in order to prevent collisions on the Plaza**. Once it's out of the way: no repairs, no pushing, no pulling, and/or no touching your sculpture until 12:22p. ***ACE RULE**

Rule P three- Peons and Pit Crews following a sculpture on some human powered craft (like a bike) should stay out of the way of other teams. A racing sculpture shouldn't have to slow down to avoid an unbearably long train of pit and peons ... it is a race after all.

Rule Q- Quick exit paths must be planned and practiced by Pilots. You'll have two chances to show off your exit strategies: Safety inspections on the Plaza, and again before you get in the Bay on Day 2.

Rule R- Right of way to the swift/loud. It's not nice to take up the whole course. Pilots must yield to faster moving vehicles if honked at, but only if it's possible without endangering your team or disrupting road traffic.

Rule RQ- Rutabaga Queens are to be bribed.

Rule S- Safety Inspection is a rigorous shake down that **all teams** must go through before they can start the race. You'll be scrutinized by some real tough customers. In order to not make them mad, you must have these safety equipment items on board at all times: ***ACE RULE**

- Forward light visible for 20 yards
- Red tail light
- Approved "Safety Triangle" reflector on the rear of your sculpture no less than 12 inches to a side.
- One per Pilot: USCG approved Personal Floatation Device
- Functioning brakes (you'll have to prove that they work)
- One per Pilot: quart of water
- Road flare
- Working horn
- Two gallon bucket
- Compass (for navigation, not geometry)
- Hardened point accessible for towing
- Lost equipment will earn you a **60 minute penalty** per item. Failure to replace the lost Safety Equipment in a timely manner will result in ejection from the course for the rest of the KGC, and a bad reputation.

Rule T- Trailering is Un-glorious! If you break down and are unable finish with your ACE, that's when you get all the people you can, and push that dead weight to the FINISH! Using a trailer or motor vehicle to move your machine during the race means that you are done, better luck next time. You are no longer eligible for awards in Art, Engineering, Speed or Grand Champion. People powering your broken machine across the finish line will earn you GLORY and leave you eligible for awards in Art, Pageantry, and more.

Rule U- Unexpected things happen. If for some reason there has to be a mid-race change in course, and you are diverted, your time will be adjusted by the Goddess using this formula:

Real time plus the difference between the fastest original time, and the fastest diverted time:

$$RT + (FOT - FDT) = \text{your time}$$

...unless the diverted course distance is really close to the original course distance, in which case forget we said anything. Failure to follow directions in regards to course changes will cause you to be in violation of Rule L, and Rule L-A-W.

Rule V- Very Scary things you're NOT allowed to do: NO drafting behind other vehicles on land or water to gain speed (**3 hour penalty**). Pit Crew may NOT follow right behind their team in a motorized vehicle. It is unpleasant and unhealthy for other teams on the course.

Rule W- Water entrance and exit must be done under Pilot power only. 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**

Rule WAAAAaaaaaaa- 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. The line will be pointed out to you during the Racer's meeting before you enter the water. Any team which "drifts" past the line will be towed back to safety, and given a [60 minute penalty](#). Any team which must be towed all the way out of the water will incur a [7 hour penalty](#). ***ACE RULE**

Rule X- X-ray 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. You can't help the machine move forward, or let it move forward without you on it, but carrying your lazy butt through the whole KGC will earn your team a [30 minute reduction](#) in time, and LOTS of GLORY! All KGC participants under 18 must carry proof of age on the course. If a KGC Offishul thinks you might be under 18, you'll have to prove to them that you're old enough to participate.

Rule Z- Zeal for Kinetics is "high" enough. The use or consumption of alcohol or illicit substances by any KGC participant during course hours is cause for immediate BANISHMENT. This is a family event. Intoxication on the course is a violation of vehicle operation laws, common sense safety requirements, and the admiration of our spectators and fans.

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.

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

If a Kinetic Medic says stop - do not be foolish, they are there to protect your health.

When crossing the Slough 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, except in the case of an ACE violation. These cannot be bribed away.

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 judges.

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. 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 Time, Engineering or Grand Champion Award(s). Ensure you have your **ACE** sticker on your sculpture number at all times, unless it is removed by an Offishul. To retain your **ACE** Status (yes, we love repeating the words **ACE** Status over and over) you must refrain from breaking the following rules: **RULES: B, C, D, F, G, I, K, L, M, O, P, P TOO, S, T, W, Wah! and Z**

Copyright 2012-2017 by Kinetic Universe, Inc. All rights reserved <http://kineticgrandchampionship.com/>

TABULATING SCORES FOR ART, ENGINEERING, & SPEED: (changed in 2014)

The sculpture with the highest score/time in each Grand Champ category shall receive 100 points. Then, for each drop in place/standing/time, 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 to determine Grand Champ.

Example: if 50 machines enter/start on Day One, X will equal $100/50$, or 2, thus the team with the highest score or fastest time will receive 100 points, second will receive 98 points ($100-2$) and so on and so forth.

ART AWARD CRITERIA: (points included in Grand Champ tabulations)

Art shall be judged throughout the race by selected Art Judges. Kinetic Art is creative craftsmanship that includes such items as kinetic thrills, costumes, color, materials, and originality. Creativity, being in costume, playing the part with the audience, touching the audience with something artistically exciting, and connecting with people through art are all things that the art judges consider. Teams must complete the course, without trucking, to be eligible for an ART award. A **total of 100 points** will be allocated as follows:

- **20 point Categories:** Kinetic thrills, costumes, color, materials, and originality

ENGINEERING AWARD CRITERIA: (points included in Grand Champ tabulations)

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 AWARD CRITERIA: (points included in Grand Champ tabulations)

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.**

GRAND CHAMPION AWARD CRITERIA:

The Grand Champion shall be determined by adding scores from Art, Engineering & Time. 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.**

PAGEANTRY AWARD CRITERIA: (NOT included in Grand Champ tabulations)

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

OTHER AWARDS & PRIZES: (include, but are not limited to & subject to change):

ACE Medals: Determined by the score sheet and is for Pilots who retain their **ACE** Status through the end of Day 3 and registered their team as an **ACE** team.

6:32 Award: Determined by actual time using the score sheet and is the 1st **ACE** to cross Day 1 Finish Line after course closure.

Best Bribe: Determined by the Art and Pageantry Judges, using the following criteria: Variety, Consistent with Sculpture Theme, number handed out to a variety of folks, such as spectators, judges, and volunteers.

Best Campsite: Determined by Campsite Judges using the following criteria: Food, Beverage, Theme, Service and Extra Flair. Each category is worth five points, for a total of 25 points. All bribes will be considered.

Best Junior Award: Determined by the Best Junior Judge of Others, using the following criteria: best Art, Engineering and Pageantry of a team/sculpture primarily made up of pilot(s)/pit under the age of 18.

Best Pit Crew: Determined by the Best Pit Crew Judge of Others, by any pit crew who goes above and beyond to support the sculpture/pilots, sacrificing oneself in extraordinary ways to ensure they have a successful race.

Best Volunteer 1: Determined by input from the Racers, using whatever criteria the racers want to use, based on how the volunteer supported and helped their or another team and always following **Rule A- Amusement**.

Best Volunteer 2: Determined by input from the Volunteers, Spectators and KUI, based on how they supported the race, teams and spectators, providing excellent customer service, and always following Rule A- Amusement.

Biggest Splash: Determined by the Biggest Splash Judge of Others - defined by the following equation: (splash zone * vertical height) / machine size + guts. For instance, if a large machine makes a medium splash while slowly rolling into the water, while a small machine makes a comparable splash while bombing the ramp, the small machine wins. Bonus points if the machine displaces water in such a way as to rock the dock or splash spectators - minus points if you knock a judge in the water.

All (or most) water entrances are recorded to video and examined after the fact for comparison. A best effort will be made to provide winning pilots with a framed photo of their splash. Videos will be made available on YouTube as soon as humanly possible.

Corvallis Graand Kinetic Challenge Committee Choice: Determined by the Graand Kinetic Challenge Planning Committee Contingent, using the following criteria: Ability to come to Corvallis, OR, the 3rd weekend of July. It depends entirely on how each team conducts itself during Race Weekend in relation to other racers, officials, spectators and innocent bystanders, and of course the GKC Rep (bribery could be a factor). Playing nice counts! The Corvallis GKC awards a Race Registration and Camping Pass for (2 pilot 2 pit) to the team that exhibits the most "Outstanding Kinetic Spirit".

Goddess Jen-O Award: Determined by Goddess Jen-O, who does not divulge the criteria used.

Golden Dinosaur: Determined by the Golden Dinosaur Judge of Others by investigation and is the 1st team to break down AFTER leaving Plaza.

Golden Flipper Sand: Determined by the Golden Flipper Judge of Others, using the following criteria - obviously a flip, like the classic Velo Crab of 2012. A spectacular crash (hopefully injury free) would be what we look for next. From there it gets a bit murky...

Golden Flipper H2O: Determined by the Golden Flipper Judge of Others. Any machine that tips, flips or otherwise goes %** -over-tea-kettle into the water is a candidate. In the event that a machine does NOT meet the above criteria - which seems to happen with alarming regularity - the judges will give special consideration to any machines that manage to get themselves fully submerged or in an otherwise soggy precarious spot. We reserve the option of not awarding the Golden Flipper. Note: the Golden Flipper (H2O) has been designed to float. This was deemed prudent since your machine did not.

Hobart Brown Lifetime Achievement Award: Determined by Goddess Jen-O and Team, based on those who have both influenced and made a significant and lasting imprint on the race. Initially developed to honor those key individuals who were involved in the creation and development of the race and made significant accomplishments in and contributions to race history.

Mediocre Award: Determined by the score sheet and is the team in the middle of the pack after all points have been determined. Teams must complete course to qualify.

Most Improved: Determined by the Most Improved Judge of Others, for the team that has made significant improvements in sculpture design, art, engineering and pageantry from the previous year.

One for The Little Guy: Determined by the One for the Little Guy Judge of Others, based on best combination of art, engineering and pageantry for those smaller scale sculptures.

Copyright 2012-2017 by Kinetic Universe, Inc. All rights reserved <http://kineticgrandchampionship.com/>

Port Townsend Konsortium Choice: Determined by the PTKSR Konsortium members, to recognize and invite a kinetic team to the GREAT Port Townsend Bay Kinetic Sculpture Race, 1st Weekend in October. Criteria are to show true kinetic MOXIE and to bribe well!!

Racers' Choice: Determined by vote from all racers with ballots turned in before Water Entry on Day 3.

Second to Last: Determined by the score sheet, based on Speed points. You must complete the course to qualify.

Spectators' Fave: Determined by the Glorious Spectators, using whatever criteria they want.

Spirit of the Glorious Founder Award: Determined by The Reason, Justin Hobart Brown, using the powers bestowed upon him by Hobart himself.

Teddy Bear Award: Determined by the Teddy Bear Judges, who look for fit with art theme, pageantry, costuming, PFD and they make sure you've taken great care of your teddy bear at all times.

They Came From Out of Town: Determined by the They Came From Out of Town Judge of Others, based on best combination of art, engineering and pageantry for sculptures that come from outside the county/state.

You Klever Rascal: Determined by the Engineering Judges who award the team that has impressed them in some manner, yet may not ACE the course (registered or not), and may be: the highest scoring non-ace team; a vehicle that has incorporated one or several innovative characteristics (drive, gearing, braking, steering, propulsion, etc.); a vehicle that may break down and unable to complete the course, yet has impressed the judges in any way; something that may strike their collective whimsy in any way.

SCHEDULE

Thur/Fri of race week:

6:00 pm – 11:00 pm	Pick up Racer Packets at the Arcata Kinetic Lab, 8 th & N in Arcata
--------------------	--

Saturday:

9:00am – 11:50 am	Last minute Reg, Art, Eng, Pag Judging, Tech Check, Brake Test, line up for the start of the race. Line up in your assigned space according to your sculpture #.
NOON	Noon Whistle, START!!!!
6:32 pm	Course Closure, Finish Line Day 1, Halvorsen Park
1:00 pm - dark	Offishul Secret Kinetic Sculpture Race After Party, Halvorsen Park

Sunday:

9:30 am	Racers' Meeting 9:30 am at Starting Line at Wharfinger
10:01 am	First Team In at Wharfinger
12:01 pm	Water Entry Closes
11:00 am – 3:00 pm	Time Out and lunch for Pilot/Pit at ENF
7:07 pm	Course Closure, Finish Line Day 2, Crab Park

Monday:

10:00 am	Racers meeting at Start/Finish Line at Crab Park
10:38 am	La Mans Start at Crab Park
11:30 am – 1:00 pm	Water Crossing under Samoa Bridge
4:37 pm	Course Closure, Finish Line Day 3, Main Street Ferndale
6:00 pm – 8:00 pm	Awards & Food