



55th Annual Kinetic Grand Championship May 27 – 29, 2023 Offishul Rules



Definitions of Types of Racers

- **ACE** - Successfully completes the race following all **ACE** rules and pushing only in Legal Push Zones.
- Human Powered Finisher - successfully completes the race while attempting all challenges under human power but does not meet all the requirements for **ACE**. See exceptions under Water Movement.
- Contender - Entered the race, but unable to complete all of the race challenges per the rules, or trucked.
- Youth Team **GrACE** - (currently enrolled in High School or younger) If a youth team successfully completes the race following all other **ACE** rules while swapping Pilots, those Pilots shall be considered together as having **GrACE'd** the course.

Definitions of Registered and Associated Key Team Members (Humans)

- Team Captain - The person with overall team responsibility - Does not need to be a Pilot. Expected to interpret and communicate rules with their teams.
- Pilot - Individual(s) riding on and propelling the sculpture (both steering and propelling).
- Pit Crew - Person(s) designated to provide limited assistance to pilots while on the clock.
- Peon - Additional people who are part of your Team.
- Barnacle - Any sculpture passenger that does not aid in propulsion - Considered part of the Sculpture.
- Chaperone - Legal adult(s) responsible for minors on the team.
- Specialist - Any assistant needed on an ad hoc basis for heroic repairs.

Note: All Team Members, except Specialists, must be registered in advance of the start of the race.
A person is allowed to serve in more than one role.

Basic Requirements

- Fill out entry forms, register team members, and pay fees.
- All team members to read, sign, and comply with the Code of Conduct and Release of Liability.
- All team members to read and abide by all rules.
- Team Captains are responsible for their Team Members and Guests.

Spirit of Kinetics: Fun is Mandatory!

0. Kinetic Integrity

- a. We race across the historical lands of the Wiyot people. Treat the land and people with respect. Help make it a better place.
- b. The rules and code of conduct are intended to help create a welcoming environment of fairness and opportunity, and to promote imagination and innovation in the art of Kinetic Racing.
- c. Kinetics is serious fun that relies on our **Kinetic Community Doing the Right Thing** in all interactions and dealings.
- d. “Bribes” are a way to highlight your kinetic creativity through small tokens of appreciation, not a way to deliberately subvert the rules. You cannot Bribe your way out of an **ACE** violation.
- e. “Cheating is a Privilege, Not a Right” is a call for novelty and cleverness to Out Glory the competition while following the rules.
- f. Failure to live up to Kinetic Integrity may result in loss of **ACE**, time penalties, disqualification, banishment, legal action, and definitely a bad reputation.

1. Human Powered Forward Movement While on the Clock

- a. “Forward” means forward through the course regardless of Sculpture orientation.
- b. No “Feet on the Ground”. If your feet have to touch the ground for your Sculpture to move forward (even if you have something strapped to your feet), it’s not an **ACE** Kinetic Sculpture. Does not apply in Designated Legal Push Zones.
- c. All forward movement (other than when aided by gravity, wind, and/or current) must be human powered for all Sculptures, over the entire course, otherwise it is not a Kinetic Sculpture. For non-ACE sculptures, forward movement may also be provided by non-Pilots.

- d. Youth Teams, registered as an **ACE**, shall be allowed to swap Pilots without forfeiting **ACE** status (**GrACE** Award)
- e. For **ACE** Sculptures, all functions associated with forward movement during “Normal Operation” must be human powered during the race (Use of batteries or other forms of stored energy is not allowed).
 - i. Example: If you have a mechanism to lift your Sculpture during the water crossing, then that mechanism must be human powered.
 - ii. Example: Pontoon and Tire inflation must be by human powered pump. No use of stored compressed air for inflation of tires or pontoons.
- f. Stored energy is allowed for functions **not** associated with forward movement such as lights, animation, horns, and music.
- g. Sculptures are not allowed to draft behind vehicles on land or water.
- h. If you lose your **ACE** or otherwise break down, and then people power your Sculpture through the entire course by any means humanly possible while following the rules, you will still be eligible for Human Powered Finisher awards.

2. Movement Other Than Forward, and Preventing Movement, While on the Clock

- a. Pilots and/or Pit Crew are allowed to manually move their Sculpture sideways or backwards with Feet on the Ground in all course locations.
- b. Pilots and/or Pit Crew are allowed to prevent movement of their Sculpture in any direction, as long as it does not create forward movement.

3. Sculptures Must be Self-Contained and Self-Sufficient

- a. If you need it for “Normal Operation”, you **MUST** have it on your **ACE** Sculpture at all times throughout the entire race. Normal Operation equipment includes flotation and water propulsion systems, tire and flotation inflation pumps, equipment for specialized situations like sand or mud, special tires or other traction aids, basic tools, etc. Ideally, Pilots and their fully equipped **ACE** Sculpture traverse the entire course unaided, although you are allowed to employ Pit Crew assistance in designated situations, and you are allowed to use Specialists for heroic repairs.
- b. Articulated or connected Sculptures entered as one Sculpture must stay connected for the entire race.

4. Safe and Sane Conduct

- a. Grappling hooks, projectiles and launching devices of any kind, anchors, explosives, and anything else which is potentially dangerous to participants or spectators is prohibited.
- b. **No Fireworks** on Sculptures nor anywhere along the course including Halvorsen Park and Crab Park.
- c. Fire effects and other concentrated energy sources:
 - i. Liquid and gas fuels, compressed gasses, incendiary devices, reactive chemicals, lithium-ion batteries, and other concentrated kinetic and potential energy sources must be handled in accordance with applicable regulations, guidelines, and best practices, and must be stored and used only in a manner that is safe for operators, spectators, and the environment.
 - ii. Best Practices include: [Flame Effects Guidelines | Burning Man](#)
 - iii. If you use fire effects or other concentrated energy sources, you agree to take full responsibility for any and all consequences and you shall defend, indemnify, and hold Kinetic Universe, its agents and volunteers harmless.
- d. Failure to comply with Safe and Sane requirements by any member of a team or guest will result in **loss of ACE** and may result in time penalties, disqualification, banishment, legal action, and definitely a bad reputation.

Kinetic Paraphernalia

5. You **SHOULD** have the following Kinetic Paraphernalia on board at all times or you will need to bribe your way out of your predicament

- a. Two-gallon bucket
- b. Compass (for navigation, not geometry)
- c. Sleeping bag (one per pilot; pilot must be able to fit into their sleeping bag)
- d. Implement of oral hygiene (one per Pilot, no toothpicks)
- e. Soothing item of psychological reassurance no smaller than a coffee cup. Teddy Bears are highly recommended. The best one will win the highly coveted Judi Bear Award.

Safety Equipment

6. You **MUST** have the following Safety Equipment on board at all times (unless otherwise noted), or else you won't race.

- a. Forward light (visible for 20 yards)
- b. Red taillight
- c. [CVC 24615](#) approved "Slow Moving Vehicle" emblem on the rear of your sculpture no less than 14 inches tall, at a height of not less than three nor more than five feet from ground to base
- d. USCG approved Personal Floatation Device (PFD) (one per Pilot)
- e. Functioning brakes (demonstrated on day 1 at the Plaza and day 2 before Melvin's Mile)
- f. Functioning steering (demonstrated on day 1 at the Plaza)
- g. Wheel chocks or parking brakes (to be used while the Sculpture is unoccupied)
- h. Quick exit paths (demonstrated on day 1 at the Plaza and before the bay on day 2)
- i. Quart of water (one per Pilot)
- j. Road flare
- k. Horn (of the beep-beep variety; must be loud and functional)
- l. Hardened point accessible for towing (exposed metal frame - not artwork)
- m. Rope (minimum 25 feet; strong enough to lower your Sculpture down Dead Man's Drop or tow in the water)
- n. KGC number placards (One visibly and securely affixed to each side of your Sculpture)
- o. Current KGC rules and maps in a plastic bag (provided to you by Team Goddess at registration or check-in)
- p. Helmets for each rider under 18 whether Piloting a Sculpture or while part of an entourage on a bike

Laws of the Land

Failure to comply with Laws of the Land may result in **loss of ACE**, time penalties, disqualification, banishment, legal action, and definitely a bad reputation.

7. Lawful Orders

- a. All participants must comply with Lawful Orders given by Law Enforcement Officers, the Coast Guard, Sheriff's Marine Posse, Medical Personnel, or Race Officials working within their jurisdiction.
- b. Compliance with Lawful Orders may affect compliance with other rules and your standing in the race. For example, compliance with a Lawful Order may require you to push your Sculpture forward when not in a Designated Legal Push Zone resulting in **Loss of ACE**.

8. California Vehicle Code

- a. While on public roads, Sculptures must obey the rules of the road [[CVC 21200](#)]
- b. Sculptures are not allowed to exceed 8 feet in width [[CVC 35100](#)]
- c. Sculptures are not allowed to exceed 14 feet in height [[CVC 35250](#)]
- d. Pilots are not allowed to be under the influence of alcohol or drugs while on the course and are not allowed to consume alcohol or drugs while on the course [[CVC 23152](#)]
- e. Riders under the age of 18 must wear an approved helmet [[CVC 21212](#)]
- f. Pilots must safely yield to faster moving vehicles [[CVC 21202](#)], aka the "Honk and Pass Rule". Sculptures and their entourage must safely yield, move to the side, and get out of the way of a faster Sculpture.

9. Age Requirements

- a. Steering Pilots: 16 or older (For insurance reasons, Steering Pilots 16 and 17 years old must carry a valid driver's license while on the clock)
- b. Pedaling Pilots: 12 or older
- c. Barnacles: 8 or older
- d. All minors must be under the supervision and responsibility of a Chaperone at all times while on the course including while off the clock at the Arcata Plaza, Halvorsen Park, Water Entry, Eureka Natural Foods, Crab Park, and Ferndale.
- e. All minors must carry proof of age while on the course.
- f. All minors must have an "Authorization for Treatment" signed by a parent or guardian. This document is to be in possession of the Chaperone(s) who are with the minors.

Rules of the Race

10. Key Personnel and Their Roles

- a. There is no limit to the number of registered Pilots, Barnacles, and Peons on a Team.
- b. Each **ACE** team is allowed to register one Pit Crew per Pilot, although Pit Crew are not required. Non- **ACE** may have more Pit per Pilot with approval from Goddess Jen-O **prior** to the start of the Race.
- c. While on the clock, only registered Pit Crew are allowed to assist their **ACE** Sculpture with “Normal Operations”. If your Sculpture needs major repairs (welding, machining new parts, and the like), you are allowed to employ the assistance of Specialists. Peons and Specialists are allowed to assist in any way when not on the clock.
- d. **ACE** Sculptures, the Pilots you start with must complete all portions of the course together while riding their Sculpture. Youth teams shall be allowed to swap Pilots without loss of **ACE**, providing all other **ACE** requirements are met
- e. For **ACE** Sculptures, substitutions of Pit Crew are not allowed after the race starts.
- g. Pit Crew and Peons accompanying their Sculpture must be aware of their surroundings and yield to other sculptures and vehicle traffic. It is recommended that Peons stay behind sculptures at all times.
- h. Pit Crew and Peons are NOT allowed to circle the plaza at the start. Pit Crew and Peons shall exit the Plaza before the Noon Whistle and join their sculpture as it travels along 8th Street. **3 Hour Penalty for Pit crew and/or Peons circling the Plaza at the start.**
- i. Pit Crew and Peons are NOT allowed to follow right behind their team in a motorized vehicle.
- j. Barnacles are considered part of the Sculpture and are not allowed to help the Sculpture move forward in any way and must remain on board during the entire race including during sideways or backward moves. You are not allowed to switch out Barnacles. While the Sculpture is on the clock, the Sculpture must not move unless the Barnacle is on the Sculpture. **Each Barnacle earns a 1 Hour Time Reduction and LOTS of Glory!**

11. While on the Course

- a. Pilots are responsible for knowing and following the course. Leaving the course is not allowed.
- b. Follow all course markers. Do not borrow, relocate or otherwise alter a course marker. Doing so is a violation of Kinetic Integrity.
- c. **Goddess Jen-O Says:** Course closure times (subject to change) - If you arrive at the Finish Line after course closure, your arrival time will be marked as 11:59 pm, **and you will lose your ACE status.**
 - Day 1: 6:32 pm
 - Day 2: 7:07 pm
 - Day 3: 4:37 pm
- d. **Honk & Pass:** At bottlenecks, Sculpture traffic may become congested (June’s Dunes, Bay Exit, etc.) A sculpture is allowed to occupy a congested bottleneck only as long as they are making reasonable forward progress. Vacating a bottleneck is a matter of both courtesy and safety. If you are making repairs, you should move out of the way if the progress of other Sculptures is being blocked. Time limits for occupying a congested bottleneck may be set during the race based on the circumstances. A race Offishul may issue a Lawful Order for you to move out of the way if a set time limit is exceeded or if they deem that courtesy and safety goals are otherwise not reasonably being met. All Sculptures remain on the clock at congested bottlenecks.
- e. If there is a mid-race day change in course by Race Offishuls, and you are diverted to another route, your time will be adjusted by using this formula:

$$\text{adjusted time} = (\text{real time}) + (\text{fastest original time}) - (\text{fastest diverted time})$$

- i. Unless the diverted course distance is really close to the original course distance, in which case forget we said anything.
- ii. You **will** retain your **ACE** if a race official diverts you to another route and you follow the other rules.
- f. Sculptures suffering a mechanical failure on the Plaza between the Noon Whistle and 12:22 on Saturday need to push to the side and wait. In order to avoid collisions on the Plaza, you are not allowed to work on your Sculpture AT ALL between the start of the Race at Noon, and 12:22 pm on Saturday. **1 Hour Penalty for working on a broken-down Sculpture before 12:22.**
- g. If a sculpture fails to enter the beach via the Manilla Community Center by 3pm on Day 1, then you must turn back and **trailer** to the Dead Man’s Drop exit.
 - i. For safety and legal reasons, sculptures must be carried across this section of road by motor vehicle.
 - ii. Any team attempting to cross this section of the Hwy 255 under their own power **will be disqualified.**
 - iii. **If you trailer to the Dead Man’s Drop exit, you will lose your ACE and have a 4 hour penalty, but you will still be**

eligible to continue to compete as a Human Powered Finisher.

- h. If a Sculpture fails to enter the Eel River or reach the halfway point by the prescribed time, or if the Eel River crossing is closed mid-race day, then you must turn back and take designated surface roads to Fernbridge.
 - i. For safety reasons, sculptures are allowed to ride across Fernbridge only with a police escort; otherwise, they must be carried across by motor vehicle.
 - ii. Any team attempting to cross Fernbridge under their own power without a police escort will be disqualified.
 - iii. **If crossing the Eel River is part of the course and you cross Fernbridge by motor vehicle, you will lose your ACE and have a 4-hour penalty, but you will still be eligible to continue to compete as a Human Powered Finisher.**

12. Land Movement

- a. No pushing or pulling **ACE** Sculptures unless in a designated Legal Push Zone or off the clock. You are not allowed to push, pull, winch, or otherwise propel your **ACE** Sculpture along the course with Feet on the Ground, including any forward movement during equipment setup.
- b. Any activity associated with forward movement of an **ACE** Sculpture while on the clock and not in a designated Legal Push Zone must be performed only by the Pilots while on the sculpture. However, Pilots or Pit Crew are allowed to clear small amounts of sand or debris from the path of travel by hand only. No use of digging implements allowed. Do not damage vegetation.
- c. Traction Aids, if employed, are considered part of an **ACE** Sculpture. There are two types of Traction Aids:
 - i. **Attached Traction Aids** are allowed to be deployed at any time. While on the clock, you must roll backwards during installation of Attached Traction Aids **unless** you are in a Designated Legal Push Zone **or** are otherwise legally moving forward.
 - ii. **Detached Traction Aids** must be deployed and retrieved only by Pilots while on the Sculpture (no Feet on the Ground). Found Objects of any kind are not allowed to be used as Traction Aids for any Sculpture.
- d. *Towing* Sculptures by motor vehicle is prohibited. Sculptures are allowed to be *carried* by motor vehicle (on a motor vehicle or on a trailer pulled by a motor vehicle).

13. Water Movement

- a. Only Pilots are allowed to propel an **ACE** Sculpture forward into the water at designated entry area(s), through the water, and out of the water at designated exit area(s).
- b. Pilots and Pit Crew are allowed to stand on the bottom, shore, etc. to hold their sculpture in the water in order to make adjustments, except during Roll-In and Roll-Out.
 - i. Pilots must stay on their machine during Roll-In and Roll-Out.
 - 1. Roll-In is defined as starting with all wheels on land and ending when all wheels are in the water.
 - 2. Roll-Out is defined as starting with all wheels in the water and ending when all wheels are on land.
 - 3. Any transitions undertaken in the water (such as raising or lowering pontoons) that are part of "Normal Operations" must be **completed with all pilots on board at all times.**
- c. There are no Designated Legal Push Zones within a Water Movement.
- d. While at the entry ramps and docks at the bay crossing, you are allowed to block the movement of another Sculpture for no more than two (2) minutes. If you are unable to proceed, Honk and Pass Rule applies, and you must move out of the way and allow progress of other sculptures.
- e. At any water entry, if you are unable to proceed, you are allowed to push your **ACE** Sculpture backwards out of the water, make adjustments or repairs on land, and try again, all while remaining on the clock.
- f. Pilots are only allowed to hold their Sculpture against entry and exit docks or stand on the docks to make repairs. Other Team Members are generally not allowed on the docks unless it is for a brief heroic purpose essential to getting you underway.
- g. A "Drift Limit" may be set for water crossings.
 - i. Sculptures must stay within the Drift Limit. **Loss of ACE for crossing Drift Limit**
 - ii. You are allowed to be towed sideways back within the Drift Limit under Human Powered Finisher rules.
- h. Due to the potential for hypothermia or other danger, a person is allowed in the water for no more than ten (10) minutes unless they are wearing an appropriate wetsuit or dry suit. However, you may be Lawfully Ordered to get out of the water at any time based on the circumstances. See Rule 7, Lawful Orders.
- i. Water Movement must be completed under human power from beginning to end. **Loss of ACE and 4-hour penalty for failing to complete a Water Movement under human power, but you will still be eligible to continue to compete as a Human Powered Finisher.**

OTHER IMPORTANT STUFF

Other Situations and Penalties: The Rules do not address all possible situations to be encountered during the race. Race Offishuls may render judgements based on specific circumstances. Not all potential penalties are highlighted in the rules. **Depending on the issue, penalties may include loss of ACE, time penalties, disqualification, banishment, legal action, and definitely a bad reputation.**

Timing and Judging Problems: Please report any concerns to Goddess Jen-O or the Race Director at the Finish Line at the end of each day.

Emergencies: Call 911 or look for Race Offishuls. Many of them have HAM Radio equipment and/or a Cell Phone with them to call for assistance.

Follow Medical Wisdom: If a Kinetic Medic says Stop - do not be foolish, they are there to protect your health.

Protect Your Valuables: When crossing the Bay or the Eel River, do not carry valuable, expensive stuff (especially cameras, tools, etc.) on the sculpture as the man-eating clams may tip you over. Also, you are responsible for your sculpture and your Team's stuff while at Halvorsen Park, Crab Park, and anywhere else along the course.

This is Serious Fun: Remember we are here to have Kinetic Fun and spread Glory. Even when you think that you are not having a good time, somebody who is having fun is watching you, so perk up. There is always next year to try again.

RACE SCHEDULE

Thur & Fri:

5:30 p.m. – 10:00 p.m.	Packet Pick-up (Racers & Volunteers), Arcata Kinetic Lab, 8 th & N in Arcata
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Saturday:

9:00 a.m. – 11:00 a.m.	ENG, ART, Tech Check, Brake Test, PAG, line up for the start of the race. Park on Plaza as directed by the Offishuls.
NOON	Le Mans Start Noon Whistle, START THE RACE!!!! (Pilots only, no Pit Crew or Peons may circle the plaza.)
3:00 p.m.	Manila Dunes Entry closes
3:00 p.m. – 7:00 p.m.	Day One Finish Line Party, Halvorsen Park
6:32 p.m.	Course Closure, Finish Line Day 1, Halvorsen Park

Sunday:

9:30 a.m.	Racers' Meeting at Starting Line at Samoa Bridge
10:07 a.m.	First Team In water at Samoa Bridge
12:07 p.m.	Water Entry Closes
11:00 a.m. – 2:00 p.m.	Time Out and lunch for Pilot/Pit at Eureka Natural Foods (300 wristbands)
7:07 p.m.	Course Closure, Finish Line Day 2, Crab Park
9:00 p.m. ish	Secret Admirer Celebration, Crab Park

Monday:

10:00 a.m.	Racers' Meeting at Start/Finish Line at Crab Park
10:33 a.m.	Le Mans Start at Crab Park
11:30 a.m. – 1:00 p.m.	Water Crossing under Fernbridge
12:30 p.m.	Quarry Road Entrance Closes
1:00 p.m.	Hold up at Fairgrounds for Finish Line to Open
4:37 p.m.	Course Closure, Finish Line Day 3, Main Street Ferndale
6:00 p.m. – 8:00 p.m.	Awards & Food at Fairgrounds

AWARDS SUMMARY

AWARD	SUMMARY OF CRITERIA (see detailed desc for more info)	ACE	Human Powered Finishers	Contender (Didn't Finish or Trucked)
		CAN win the following		
Grand Champion	Top combined ART, ENG, SPEED & PAG	X		
ART (1st, 2nd, 3rd)	Determined by ART Judges' scores	X	X	
ENG (1st, 2nd, 3rd)	Determined by ENG Judges' scores	X		
SPEED (1st, 2nd, 3rd)	Determined by Time minus penalties	X		
PAG (1st, 2nd, 3rd)	Determined by PAG Judges' scores	X	X	
ACE Medals	REG as ACE , don't break ACE Rules	X		
GrACE Medals	High School and younger ACE teams	X		
6:32 Award	1st REG ACE to miss closure Day 1 (HPF thru Day 1)		X	
Best Bribe	Determined by PAG Judges	X	X	X
Best Pit Crew	Determined by Best Pit Crew Judge	X	X	X
Best Volunteer	Determined by Volunteers	n/a	n/a	n/a
Biggest Splash	Determined by Judge at Water Entry	X	X	X
Champions of Tomorrow	Junior Team	X	X	X
Corvallis dVD-GKC Choice	Determined by Corvallis Contingent	X	X	X
Goddess Jen-O Award	Determined by Goddess Jen-O	X	X	X
Golden Dinosaur	1st to break down AFTER leaving Plaza	X	X	X
Golden Flipper - H2O	Determined by Judge at Water Entry	X	X	X
Golden Flipper - Sand	Determined by Judge at Dead Man's Drop	X	X	X
Judi Bear Award	Determined by Judi Bear Judges	X	X	X
Lifetime Achievement Award	Determined by Jen-O & Co. - does not need to be Racer	X	X	X
Mediocre Award	Middle of the pack (based on total score)	X	X	
Most Improved	Isn't it obvious?	X	X	
Most Paranormal	Determined by KPS Judges	X	X	X
Never Give Up	Finishes despite extreme difficulty	X	X	
One for the Little Guy	Most Glorious 1-2 Pilot Team	X	X	
Port Townsend Konsortium Choice	Determined by Port Townsend Konsortium	X	X	X
Racers' Choice	Voted by Racers	X	X	X
Second to Last	Yup, second to last in terms of time	X	X	
Spectators' Fave	Determined by some type of non-scientific polling of spectators	X	X	X
Spirit of the Glorious Founder	Determined by Justin Hobart Brown	X	X	X
They Came From Out of Town	Tell you best story	X	X	X
You Klever Rascal	Best Eng for Non-ACE		X	

SCORING AND AWARD DETAILS

RULES OF ACE:

To earn the title of **ACE** and all the accolades attached thereto, **you must first register** your intent to attempt **ACE** status. Then you must follow all the rules throughout the entire race paying special attention to rules of movement. 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).

TABULATING SCORES FOR ART, ENG, PAG & SPEED = GRAND CHAMP (UPDATED in 2023)

The sculpture with the highest standing in each Grand Champion category shall receive full points in that category. For each drop in standing, a sculpture shall have "X points" subtracted from their respective points earned, where X is a weighted score based on the total number of entrants on day 1 (See below. Or don't, I'm not your boss). All points are rounded to the nearest whole number. The points earned are then tallied into the overall standings to determine Grand Champ. Teams must complete the course, without trucking, to be eligible for an award.

Alrighty, let's do some math! (Said no-one ever). Grand Champion points for each category will be determined as follows: $G=P-((S-1)*P/E)$. Total points possible = 600

G = Champion points awarded for a given category	E = total entrants on day 1 = i.e., 50
P = available points for a given category = i.e., 200	S = standing in a given category

Example: Let's say you were judged 2nd in ART (good job, you!), 7th in ENG, 3rd in SPEED, and 29th in PAG (better luck next year). There were 50 valid entrants on day 1 of the race. Your scores would be:

ART: $X = (200/50) = 4$, $(X*2^{nd}-1 = 4)$, $200-4 = 196$
ENG: $X = (200/50) = 4$, $(X*7^{th} - 1 = 24)$, $200-24 = 176$
SPEED: $X = (150/50) = 3$, $(X*3^{rd}-1 = 6)$, $150-6 = 144$
PAG: $X = (50/50) = 1$, $(X*29^{th} -1 = 28)$, $50-28 = 22$
Grand Champ Points = $196+176+144+22 = 538$

ART AWARD CRITERIA (200 weighted points available):

ART shall be judged at key points in the race on Day 1 & Day 2 by selected ART Judges. ART is creative craftsmanship that includes the scored categories below. Creativity, being in costume, playing the part with the audience, showing the audience something artistically exciting and connecting with people through ART are all things the Judges consider.

- 10-points per category*: First Impression, Attention to Detail, Theme, Craftsmanship, Costumes, and Kinetic Thrills (see scoring matrix for details).

ENG AWARD CRITERIA (200 weighted points available):

ENG shall be judged at key points in the race on Day 1 & Day 2 by selected ENG 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 a truly unique or glorious manner. **You MUST ACE to win an ENG Award.**

- 10-points per category*: Design, Craftsmanship, Transition Design, Mobility, ENG of ART, and Gee Whiz (see scoring matrix for details).

SPEED AWARD CRITERIA (150 weighted points available):

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

PAG AWARD CRITERIA (50 weighted points available):

PAG shall be judged at key points in the race on Day 1 & Day 2 by selected PAG Judges. Pageantry awards are based on theatrical and mass crowd appeal. The most effective use of bribes, how they tie in to the theme of their sculpture, and variety of bribes will also be considered.

- 10-points per category*: Theatrics, Humor, Crowd Appeal, Bribes, and Glory (see scoring matrix for details)

GRAND CHAMPION AWARD CRITERIA:

The Grand Champion shall be determined by adding scores from ART, ENG, SPEED, & PAG. The one with the highest score wins. The Grand Champion shall forfeit any lesser A/E/S/P awards, except **ACE**, so as to share the Glory and not to hog up all the biggest prizes. **The Grand Champion MUST, of course, ACE.**

* Category points are used to determine your standing in a given category, which is then used to determine your weighted Grand Champion points.

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.

GrACE Medals: (Growing racer's **ACE**) - This allows youth teams (currently enrolled in High School or younger) to swap pilots out along the course in order to allow more team members the experience of an **ACE** racer, as long as all Pilots are designated in advance, and a responsible Chaperone accompanies them within reasonable distance, and as long as this intention is made known before the race. All other **ACE** and age-related rules must be followed. If a youth team successfully completes the race following all other **ACE** rules while swapping Pilots, those Pilots shall be considered together as having **GrACE'd** the course. **NEW**

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 of 6:32 pm.

Best Bribe: Determined by the PAG Judges, using the following criteria: Top score in the Bribe category.

Best Pit Crew: Determined by the Best Pit Crew Judge of Others, for 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: Determined by input from the Volunteers, Spectators and KU, 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.

Champions of Tomorrow: Determined by the Champions of Tomorrow Judge of Others. Awarded to the junior team with the most glorious sculpture and teamwork. Pilots must meet **GrACE** age requirements (even if they didn't earn a **GrACE**). **NEW - replaced Best Junior**

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 (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 first 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 ass-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 regularity - the Judge will give special consideration to any machines that manage to get themselves fully submerged or in an otherwise soggily precarious spot. We reserve the option of not awarding the Golden Flipper.

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

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, ENG, SPEED, and PAG from the previous year.

Most Paranormal: Determined by the Kinetic Paranormal Society who doesn't divulge the criteria.

Never Give Up: Determined by the Never Give Up Judge of Others, for the team that keeps going despite all obstacles and mishaps. They continue with a smile on their face, showing the true Spirit of Kinetics. **FREE REG NEXT YEAR**

One for The Little Guy: Determined by the One for the Little Guy Judge of Others, based on the most glorious sculpture and teamwork for a smaller scale sculpture with 1-2 pilots.

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 Pilots. Ballots turned in after Racer's Meeting 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 Glorious Reason, Justin Hobart Brown, using the powers bestowed upon him by Hobart himself.

They Came from Out of Town: The race is only part of the journey for an Out of Towner. Your trailer's lug nuts snapped off? Someone stole your van? Your Pit Crew got stuck in Denver International and you had to do the race solo? The team that tells the best story to the They Came From Out of Town Judge of Others about getting to the race gets a \$100 gas card.

You Klever Rascal: Determined by the ENG 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.