

dVD KSR Rules (2005)

Corvallis, Oregon

These rules are subject to change each year.

Dates and times apply to 2005 dVD KSR, only!!!!



da Vinci Days

KINETIC SCULPTURE RACE

July 15-17, 2005

SCHEDULE

FRIDAY, July 15

4:30 PM - 7:00 PM – ART & PAGEANTRY JUDGING

The judging will begin promptly at 4:30 PM on Friday, July 15th, with the combined Art & Pageantry Judging. Please bring your Sculptures directly to the judging area. The gates open at 3pm and there will be someone there to watch your Sculptures. This is the racers' chance to hob-nob with the Press, impress the Judges, and wow the crowd. At around 7:00 PM the coveted Committee's Choice prize will be awarded. All this takes place at the Main Stage on lower campus (see the event map).

7:00 PM - 8:30 PM – OPENING BAND "CALIENTE" & MOONLIGHT MASQUERADE

After the Judging is completed (around 7:00 PM), you may hang around the da Vinci Days site, get something to eat and kick back for some good music.

8:30 PM – 9:30 PM - KOURT JESTER KONTEST

In between the first band, Caliente and second band Shanghai Woolies, we will hold our 1st Annual Kourt Jester Kontest. The winner and his/her Kourt will preside over the evening festivities and the entire weekend. They will also help determine the winner of our 1st Annual Moonlight Masquerade Ball Costume Contest. For young and old alike - great music and merrymaking under a nighttime sky! Costumes and masks are encouraged but not required.

9:00 PM – 10:30 PM – HEADLINER BAND "SHANGHAI WOOLIES" & MOONLIGHT MASQUERADE & BEST KOSTUME KONTEST

Costume prizes at the Moonlight Masquerade!

SATURDAY, July 16

10:00 AM – CHECK-IN

Check in with the race officials at your **assigned time** between 10:00 AM and Noon, July 16th, at the KSR area near Main Stage on lower campus. Be prepared to impress the Engineering Judges and demonstrate your steering, brakes and emergency exit. If you are late for your assigned time, the amount of time you are late will be added to your race time. Full check-in details will be given out when you arrive on Friday afternoon.

12:00 PM – PARADE

The Kinetic Sculpture parade begins at 12:00 PM, Saturday, July 16th at 11th and Madison. A pace vehicle and traffic control will be provided.

Start at 11th & Madison • North on 11th to Monroe • East on Monroe to 6th • South on 6th to Jefferson • West on Jefferson to 7th • North on 7th to Madison • West on Madison to Campus Way • West on Campus Way to Road Race staging area.

2:00 PM – ROAD/SAND RACE

The road race begins with a Le Mans start at 2:00 PM, July 16th on Campus Way just east of 14th. Racers must observe all traffic signals except as specifically overruled by traffic controllers along the course. The race is a loop and finishes at the starting line.

Start at 14th & Campus Way, then go West on Campus Way to 53rd • North on 53rd into fairgrounds parking lot • West across fairgrounds to the parking lot • Across sand trap (maximum time 10 minutes, same as mud bog) • North through field to Oak Creek Drive • West on Oak Creek Drive to Bald Hill Park • South on Bald Hill Park to Reservoir Road. • East on Reservoir Ave. to 53rd street until south of underpass (maximum clearance 13 feet, no bypass available) • East on West Hills and Western to 30th • North on 30th to Jefferson • East on Jefferson to 14th • North on 14th to finish.

6:00 PM – DINNER

Dinner, supplied by **Bombs Away Cafe**, will be provided for all KSR volunteers, racers, and pit crew (anyone with a 2005 dVD admission bracelet AND a 2005 KSR Badge) and will be located near the Beer Garden, in our own tent.

SUNDAY, July 17

9:00 AM – BREAKFAST

Breakfast will be provided to racers at the mud bog by First Alternative Coop.

10:00 AM – MUD/RIVER RACE

The Evanite Fiber Corporation mud/river/road race starts at 10:00 AM on Sunday, July 17th, at the north end of Willamette Park (behind Evanite). The race will proceed through the mud one or two teams at a time, with a 10-minute maximum mud time allowed for each team. The clock is running until the team is ready to enter the water. When all teams have completed the mud, the teams will then be sent north (downstream) on the scenic Willamette River to Michael's Landing, with a staggered start (see Save the Beers! Rule).

The clock continues after the machines exit the water until they arrive at the finish line on lower campus. Racers must observe all traffic signals except as specifically overruled by traffic controllers on the course. The road portion is as follows:

West on Tyler to 1st • South on 1st to Madison • West on Madison to 6th • South on 6th to Jefferson • West on Jefferson to 14th • North on 14th to Campus Way • East on Campus Way to the Finish Line.

5:00 PM – AWARDS CEREMONY

The Kinetic Sculpture Race Awards Ceremony starts around 5:30 PM at the Shady Stage, so come celebrate those who captured the coveted 2005 da Vinci Days Kinetic Sculpture Race awards.

8:00 PM – RACERS' BARBECUE

After the Awards Ceremony, beginning around 8:00 PM, you are invited to take part in the no-host BBQ at the fairgrounds. Bring your own food, drinks and BBQ supplies.

PRIZES!

Awarded mutually exclusively — no team will receive more than one top prize each from the judging category and the favorites category, each team will be awarded the highest prize for which it qualifies and is not overridden by another. Tie breaking will be based on Time ranking, faster teams get the edge. If two teams have the same time, the judges will break the tie. All prizes will be awarded (if necessary a team will get more than one prize). Prizes subject to change without notice.

JUDGING PRIZES

GRAAND CHAMPION Prize: Breezer Bike

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.

Donated in part by Breezer Bikes.

LOCAL CHAMPION Prize: \$100 cash

This is the local team from the Willamette Valley that has the top total score in Engineering, Artistry, Pageantry and Time, plus tie breaking based on time. If the winner has already won the Graand Champion prize, then this prize will be awarded to the next best local team. **At least five local teams must enter the race for this prize to be awarded.**

Local is defined to mean that the majority of team members, who designed, constructed and rode the machine live within the Willamette Valley area. **Donated by Griffo Brothers.**

REALLY LOCAL Prize: \$200 cash

This is the team from Lane/Linn-Benton County with the top total score in Engineering, Artistry, Pageantry and Time, plus tie breaking based on time. If the winner has already won the Graand Champion prize, then this prize will be awarded to the next best local team. **At least five local teams must enter the race for this prize to be awarded.** Local is defined to mean that the majority of team members, who designed, constructed and rode the machine live within the Willamette Valley area. **Donated by Griffo Brothers**

TOP ENGINEERING Prize: HP Digital Camera (2nd \$75 and 3rd \$50)

This is the team with the top engineering score, unless they have already won a judging prize, in which case this will be the next best team. **Donated by HP**

TOP ARTISTRY Prize: Artwork (2nd \$75 and 3rd \$50)

This is the team with the top score, unless they have already won a judging prize, in which case this will be the next best team. **Donated by Bill Shumway**

TOP TIME Prize: \$200 cash (2nd \$75 and 3rd \$50)

This is the team with the top time, unless they have already won a judging prize, in which case this will be the next best team. **Donated by Squirrel's Tavern**

TOP PAGEANTRY Prize: \$100 cash (2nd \$75 and 3rd \$50)

This is the team with the top Pageantry score, unless they have already won a judging prize, in which case this will be the next best team. **Donated by Earth Design**

FAVORITES PRIZES

JUDGES' FAVORITES Prize: Cash (Top \$100 and Runner-up \$50)

Every judge gets one vote each for their four top personal favorite teams, based on whatever criteria each individual judge chooses to use. The teams with the most votes win.

RACERS' FAVORITES Prize: Cash (Top \$100 and Runner-up \$50)

Every pilot and official pit crew gets one vote each for their four top favorite teams. The teams with the most votes win. **Prize is based on \$10 from each registration fee.**

FANS' FAVORITES Prize: Cash (Top \$100 and Runner-up \$50)

These will be awarded to 4 teams selected by a "Spectators' Vote." Spectators will decide on their favorite Sculptures by means of a cunning and thoroughly democratic voting method.

Donated by Riverside Doors & Windows

WIZARD'S CHOICE Prize: \$150

This one is awarded at the whim of the Graand Wizard. **Donated by Graand Visions Inc**

CUDDLY TEDDY BEAR Prize: \$42.17

If someone wants to cuddle your teddy bear it may be a good idea to cooperate — **awarded and donated by Jon Gold the Teddy Bear Judge using his own arcane criteria.**

KING OF KLUCK Prize: \$100 Cash

This will be awarded to the team with the most King of Kluck brownie points. **Donated by Mark Schurman**

GODDESS JEN-O Prize: \$100

Only the omnipotent and omniscient Goddess knows. **Donated by Goddess Jen-O**

COMMITTEE'S CHOICE Prize: \$50 Food and Beer

Awarded Friday night, this one's based on the vote of the Kinetic Sculpture Race Planning Committee.

Donated by da Vinci Days

GRAND POOH BAH Prize: \$100

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

QUEEN ACCORDIANA Prize: (1st Place \$75 & Runner-up \$25) Donated by Eugene's Alternative Realtors.

For the team with the best song

BEST CAMPSITE Prize: Party Pig. Donated by Oregon Trail Brewery & The Planning Kommittee

Other prizes to be determined...

JUDGING

There are 4 basic categories of judging:

ENGINEERING

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 4:30 PM Friday judging, the 10:00 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. Judges may score each Sculpture from 1 (worst) to 10 (best) in integer steps (i.e. no 1/2 points). 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. Judges may score each Sculpture from 1 (worst) to 10 (best) in integer steps (i.e. no 1/2 points). The Artistry Judges will be gathering information during the 4:30 PM Friday 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

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. 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 4:30 PM Friday judging and throughout the weekend — give 'em your best performance. Judging is based on such things as humor, theatrical appeal and thematic role playing. Judges may score each Sculpture from 1 (worst) to 10 (best) in integer steps (i.e. no 1/2 points). 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. If you are almost through the sand we will give you the option of finishing and taking the extra minute or two, or using the 10-minute cut-off. Anyone sitting in the sand dune for 10 minutes as an easy out will be given a 10-hour penalty. 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 10 minutes allowed for the mud — 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. If you are almost through the mud we will give you the option of finishing and taking the extra minute or two, or using the 10-minute cut-off. Anyone sitting in the mud for 10 minutes as an easy out will be given a 10-hour penalty. The clock for the river/road race starts again when you enter the river and stops when you reach the finish line at lower campus (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 time keepers 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.

RULES -

The most important rule to keep in mind is that the real point of this race is for everyone to have fun. Friendly competition is encouraged, but don't let the value of the prizes entice you into forgetting the "friendly" part. The judges can and will banish anyone who falls into this trap.

BYORAPT Rocks!

Pit crew may move large obstructions from the vehicle 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 **2005** da Vinci Days Kinetic Sculpture Race Rules in a water tight container.
- A small token of your respect for **Wendy Byrne**, to be presented at some point during the weekend
- An official da Vinci Days entry pass for each pilot and pit crew.
- 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. See the prize list for more info.

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**

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 12 feet high while on the road or highway. There is at least one obstacle that sets an absolute requirement on this height restriction — see the route for details.

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, sun, and/or gravity assistance is legal. If your Sculpture breaks down, you may recruit any number of people from your pit crew and the spectators to help you push/pull it to the finish line, if you want to still qualify as finishing the race. 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).

*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. This one-hour 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](#). 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. *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

Ace status is for wimps. 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. Your Sculpture may be moved sideways or backwards either by pilots or pit crew, or both, to gain supposedly better conditions, but the Sculpture cannot be moved from the course. (Rumble Seat Passengers, if any, must stay seated during these ridiculous maneuvers.) [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 no Official Sculptural Designation Plate. Make sure your Sculpture is easily identifiable by the judges and officials — in other words, put your team name on your Sculpture!

Mess No Markers (M 'n M)

Altering, moving or removing a course marker will result in an instantaneous trip to parts unknown.

No Walking About

During the race, relief pilots are not allowed unless prior authorization has been given by the race officials. Pilots and Rumble Seat Passengers, if any, must stay with their Sculpture at all times. *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.

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!

Wanna Rumble?

Rumble Seat Passengers must be at least 12 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 vehicle at all times, except during the river portion when they may be replaced by their equivalent in dead weight (hmmm, perhaps that could be phrased better). **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

At least one adult over 18 years of age must be with the vehicle at all times while on the race course.

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 check-in 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 preservers; 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.

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 technical 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 vehicle code violation resulting in a citation issued by an official law enforcement agency also carries at least 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 at **5:00 PM on Saturday** (racers coming in after that time will be given a course time of **4 hours plus their sand time**) and officially closes at **3:00 PM on Sunday** (racers coming in after that time will be given a course time of **3 hours plus their mud time**). *LEO