

## Rowdy Cart Race Rules:

### 1. Preamble

1.1 We the People of Bakersfield, in order to form a more perfect Competition, establish Humor, insure domestic Creativity, provide for the common Community, promote the general Culture, and secure the Blessing of Making to ourselves and our Posterity, do ordain and establish this Competition for the People and City of Bakersfield.

### 2. Safety

- 2.1 Safety is of the upmost concern, and the general maxim shall apply in all cases: **If it's not safe, don't do it.**
- 2.2 All participants age 18 or older must have a liability waiver signed at the date of the event, all participant between the ages of 12 and 18 must have a liability waiver signed by a parent or guardian. Persons under the age of 12 cannot participate.
- 2.3 All Rowdy Cart operators must wear CPSC approved Bicycle helmets.
- 2.4 No Rowdy Carts may be operated under the influence of drugs or alcohol.

### 3. Structural Design

- 3.1 The number of wheels on a Rowdy cart shall count three, no more, no less.
- 3.2 The three wheels of each Rowdy cart must be safe for concrete, asphalt, grass and gravel.
- 3.3 Rowdy carts must be exclusively human powered.
- 3.4 Rowdy carts must be able to seat 2 persons and support twice their weight.
- 3.5 Rowdy carts must not exceed a length x width x height of 8'x5'x7'
- 3.6 It is necessary for Rowdy carts to be steerable.
- 3.7 Rowdy carts must have a breaking mechanism capable of bringing the Rowdy cart to a full and complete stop.
- 3.8 Rowdy carts must contain and should be made of as much recycled material as possible.
- 3.9 Rowdy carts should have no sharp protrusions, projectiles, or things that could otherwise harm a passerby or operator.
- 3.10 Rowdy carts must remain in one piece for the duration of the competition, and no parts should come off during operation.
- 3.11 Rowdy carts must have a center balance that will prevent tipping and flipping and other hazardous aerobatics during turns, acceleration, breaking, barrel rolls, or other maneuvers carried out by the pilots.

### 4. Art Design

- 4.1 Bright colors are a must.
- 4.2 Rowdy carts are required to be creatively designed and display worthy, hand crafted with the pride of its designers and builders.
- 4.3 All Rowdy carts must be named and have said name clearly displayed.
- 4.4 All Rowdy carts must have a visible motto.
- 4.5 Recycled materials are preferred in construction.
- 4.6 All competitors should be able to correlate their design choice with the theme of the competition.

### 5. COURSE DETAILS

- 5.1 Challenges should be designed to be safe and entertaining above all else for both participants and observers.
- 5.2 Obstacle 1 (Earthy Samples): Three bins located on the ground will contain different samples. These samples are to be retrieved using a mechanism attached to the Rowdy cart. Both drivers must remain seated and there can be no outside intervention from other

- competitors or family members. Once retrieved, the samples will remain in the vehicle throughout the competition. At the end of Obstacle 4 the judges will weigh the samples for accuracy. The desired quantity mass/volume will be revealed 10 days prior to the event.
- 5.3 Obstacle 2 (The Turn): Rowdy carts must race through tight boundaries and reach the end point within a given amount of time. All vehicle's must remain within the boundaries for maximum points.
  - 5.4 Obstacle 3 (Whoop de Woo): Teams must be able to traverse a series of trapezoidal speed bumps ranging in height from 2 inches to 6 inches.
  - 5.5 Obstacle 4 (Recovery): 4 flags are located in a field with various obstacles and each vehicle must recover all 4 flags to achieve full points. All obstacles on the field must be completely avoided in order to achieve the maximum amount of points.
  - 5.6 RACE (Meep Meep): Rowdy carts will be placed in a tournament bracket. Each race will consist of 3 teams and only the fastest will proceed to the next bracket. The route will be outlined with the skid marks of our Roadrunner.
  - 5.7 Any updates to the obstacles will be emailed to each competitor in an appropriate amount of time.

## **6. Scoring**

- 6.1 Competition organizers will create a panel of judges, hereby named The Council, to award or take away points during competition.
- 6.2 The competition will be comprised of an initial design evaluation, which will include both technical and artistic, followed by a series of challenges for teams to compete in, which are described in Section 5.
- 6.3 Competition challenges will be worth positive points which will be added to a team score that starts at zero (0).
- 6.4 The Council will officially have no official stance towards bribery of small, handcrafted gifts, but will utterly reject money and other items that are not small, handcrafted gifts.
- 6.5 The grand winner shall be determined by the team having the first (1<sup>st</sup>) greatest number of points.
- 6.6 The Council may declare winners of other prizes.

## **7. OTHER NOTES**

- 7.1 The Council shall perform a safety inspection of all Rowdy carts prior to the competition. Teams should contact The Council early to ensure adequate time for changes.
- 7.2 Rowdy carts may not pass other Rowdy carts during turns for safety purposes.
- 7.3 The Council shall put forth and make publicly available competition participation guidelines, timelines, and contacts, which must be observed and met for competition participation.
- 7.4 Teams shall consist of at least 5 members but no more than 10.
- 7.5 Teams are strongly encouraged to dress in themed costumes with their team cart name clearly visible.
- 7.6 Teams hosting live music will have a bias in their favor.
- 7.7 The Council shall distribute pamphlets detailing the actual procedure and content of the competition, as well as specific rules and etiquette which is expected to be followed.