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 utmost 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 participants 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 shalt 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 braking 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.
   3.12 NO THREE INLINE WHEELED BIKES ALLOWED!
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**

   1.1 Challenges should be designed to be safe and entertaining above all else for both participants and observers.
   1.2 Obstacle 1 (Earthly Samples): Three bins located on a table will contain different samples. These samples are to be retrieved and stored within your vehicle and will remain in the

vehicle throughout the competition. At the end of Obstacle 4 the judges will weigh the samples for accuracy.

1.3 Obstacle 2 (The Turn): Rowdy carts must race through tight boundaries and reach the end point within a given amount of time. All vehicles must remain within the boundaries for maximum points.

1.4 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.

1.5 Obstacle 4 (Recovery): flags are located in a field with various obstacles and each vehicle must recover 4 flags to achieve full points. All obstacles on the field must be completely avoided in order to achieve the maximum amount of points.

1.6 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.

1.7 Any updates to the obstacles will be emailed to each competitor in an appropriate amount of time.

2. **Scoring**

2.1 Competition organizers will create a panel of judges, hereby named The Council, to award or take away points during competition.

2.2 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.

2.3 Competition challenges will be worth positive points which will be added to a team score that starts at zero (0).

2.4 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.

2.5 The grand winner shall be determined by the team having the first (1st) greatest number of points.

2.6 The Council may declare winners of other prizes.

3. **OTHER NOTES**

3.1 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.

3.2 Rowdy carts may not pass other Rowdy carts during turns for safety purposes.

3.3 The Council shall put forth and make publicly available competition participation guidelines, timelines, and contacts, which must be observed and met for competition participation.

3.4 Teams shall consist of at least 5 members but no more than 10.

3.5 Teams are strongly encouraged to dress in themed costumes.

3.6 Teams hosting live music will have a bias in their favor.

2020 JUDGING CRITERIA

OBSTACLE 1 (SAMPLES)

Each team must retrieve one sample of water, one sample of sand, and one sample of pebbles. Vehicles should have some sort of storage to maintain the integrity of the samples. The accuracy of the samples will be measured by the judge at the *end of obstacle 4*.

Accuracy	Points Awarded
45mL	100
(+/-) 5mL	90
(+/-) 10mL	80
(+/-) 15mL	70
(+/-) 20mL	60
(+/-) 25mL	50
(+/-) 30mL	40
(+/-) 35mL	30
(+/-) 40mL	20
(+/-) 45mL	10

OBSTACLE 2 (TURNS)

In this obstacle, teams must traverse tight corners within a given time frame and must remain within given boundaries to receive full points. The ground will be outlined using green, yellow, and red tape. If the team can stay within the boundaries of the tape, they will be allocated a certain number of points. If they step out of boundaries, even for a moment, they get docked to the next lowest point.

Boundaries	Points
Green	50
Yellow	30
Red	10

Completed within	Points Awarded
0-60 seconds	50
60-90 seconds	30
90-120 seconds	15
120+	5

OBSTACLE 3 (WHOOP DE WOO)

This obstacle is pass/fail. Vehicles must successfully climb up and go down the tabletop ramps in order to retrieve full points. It will also be timed, as each vehicle will still be in possession of samples that will be measured at the conclusion of the obstacle course. Vehicles that are intentionally slow in order to preserve their samples will be awarded fewer points than those who complete the obstacle in a timely fashion.

Pass	Fail
50	0

Completed within	Points Awarded
0-30 seconds	50
31-60 seconds	30
61-90 seconds	15
91+	5

OBSTACLE 4 (RECOVERY)

In this obstacle, teams must retrieve 3 flags from a field that is littered with various objects. They must retrieve 3 flags to get awarded full points, but they don't have to retrieve all 3 of them if they want to finish within the given time. If they run over an item on the field, they begin to lose points. Both riders may get out of the vehicle and move the bike *only in reverse*!! If they walk over any item, it is considered as being driven on. Both riders must be seated in order to collect the flags. At the end of the team's obstacle run the flags must be placed back on the field.

Speed	Points Awarded
0-3 minutes	50
3-4 minutes	30
4-5 minutes	15
5 minutes	5

Driving over an item	Points Awarded
0	50
1	40
2	30
3	20
4	10
5+	5

Flags Retrieved	Points Awarded
3	50
2	25
1	10
0	0

ADDITIONAL POINTS (UP TO 90)

Overall Aesthetics

1. Does it stand out from the other designs? 0 – 10 points
2. Does it have unique aspects? 0 – 10 points
3. How aesthetically pleasing is it? 0 – 10 points
4. Is it a more complex design when compared to other vehicles? 0 – 10 points

Overall Engineering

1. Regarding the **steering mechanism**: is it simple or complex? Were any modifications made? Does it stand out from other designs? 0 – 10 points
2. Regarding the **power mechanism**: is it simple or complex? Were any modifications added to the gears or chain? Were any improvements made to the cart? Does it stand out from other designs? 0 – 10 points
3. Regarding the **braking mechanism**: is it standard or were modifications made? Does it stand out from other designs? 0 – 10 points
4. Regarding the **vehicle frame**: is it structurally sound? Does it look safe? Would YOU ride it? 0 – 10 points
5. Regarding the **overall design**: were the engineering aspects unique and/or creative? Is it apparent that a lot of effort went into the vehicle? 0 – 10 points