

~~BOAT~~ RACE

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Overview

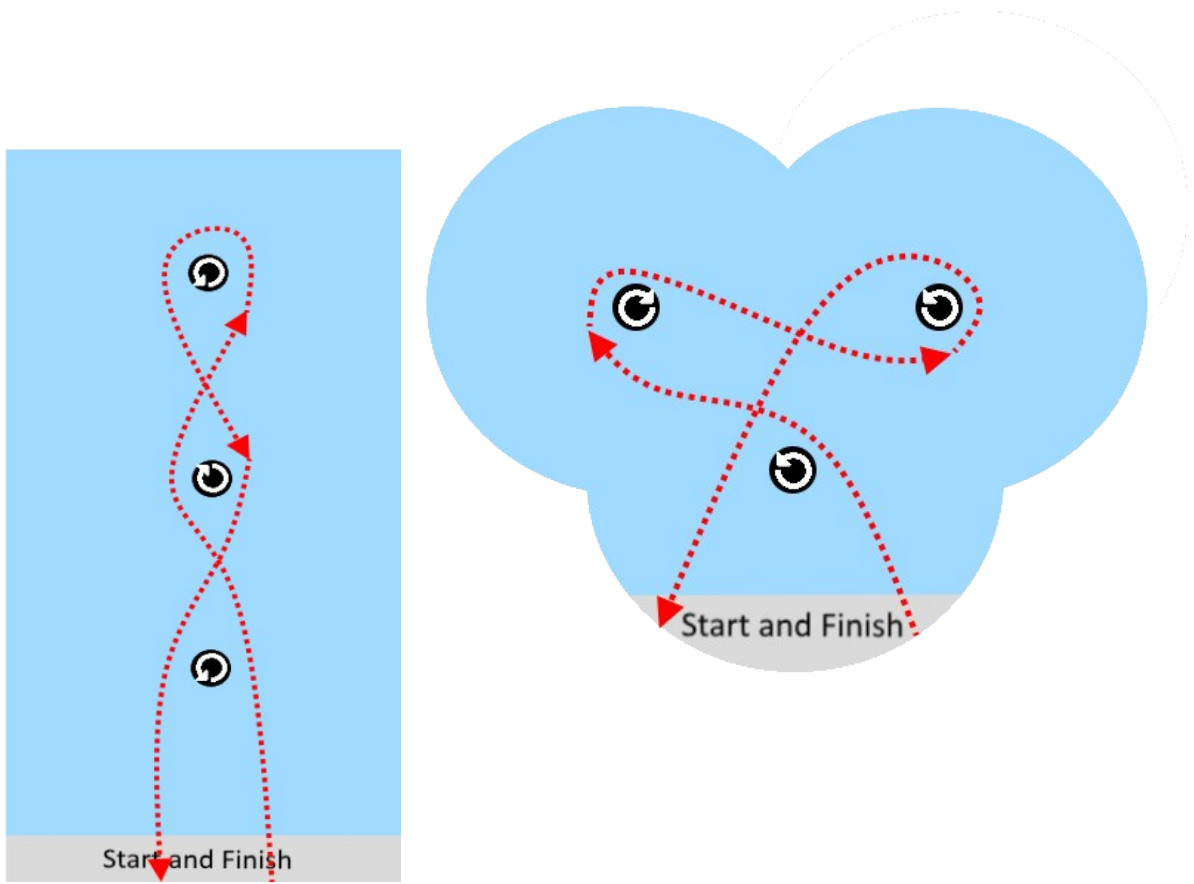
No need for a Boat Race – get ready for the OAT RACE! Build a remote-controlled vehicle that can navigate a slalom course while carrying a variety of objects that rhyme with "boat". The fastest vehicle wins a Technic set!

Race Format

The race takes place at the BrickFair competition ring. A course will be marked off with a **Start Line** and a **Finish Line**. (For some races these may be the same.) The object of the race is to travel from the Start Line to the Finish Line as fast as possible.

Vehicles will be required to navigate between obstacles in the proper order and direction in order to complete the course. The exact course will be determined by the game leader and will vary from event to event.

Here are two examples of a course:



Vehicles will also be required to carry the following items that rhyme with BOAT:

1. A LEGO **goat** minifigure
2. A **note** written on 8.5" by 11" paper
3. A canister of Quaker **Oats** (42 oz. or 1.19 kg, with a base 5 -1/16" or 128mm in diameter)
4. A **quote** written upon the note
5. A BrickFair **tote** bag

Official Rules

Construction

1. Vehicles must be built using 100% LEGO parts with the following exceptions:
 - 1.1. Non-LEGO **batteries** may be used.
 - 1.2. An **SBrick** or **Buwizz** may be used as a receiver/controller.
 - 1.3. Creative use of LEGO materials is allowed (e.g. a Pick-A-Brick cup or LEGO packaging).
2. All vehicles must be self-propelled and move without any external force.
3. Vehicles may not be connected to the operator, e.g. with a tether or wire.
4. Remote controls are allowed.
5. Any parts or materials used by a vehicle are considered part of the vehicle.

Items

6. The vehicle must be able to carry the five items throughout the entire race. The items must rest on, or in, the vehicle without being fastened or attached to it. The only exception is the LEGO **goat** which can be attached to a brick, plate, or stud.
7. The BrickFair **tote** bag must be carried by its handles and must be able to swing freely without resting or leaning on any surface. It must be carried fully expanded; it may not be folded or rolled up.
8. The BrickFair **tote** bag may not be used to hold any of the other items.
9. The **note** may not be folded, spindled, or mutilated, but it may be rolled up.
10. The items must not be enclosed, obstructed, or hidden from view. It should be possible to lift each item vertically out of the vehicle without interference.
11. It is permitted to hold the items in place with friction, provided the friction mechanism does not obstruct the vertical path. (In the case of the **tote** bag, the handles can be held by friction but not the rest of the bag.)

Race

12. The vehicle must start with a mechanism of mobility (such as a drive wheel or tank tread) touching the Start Line.

13. The entire vehicle must be within 3 feet of the Start Line at the start of the race.
14. The vehicle must move entirely under its own power throughout the race.
15. The vehicle must touch the Finish Line to complete the race.
16. Each vehicle will get two chances to race and the best time will be used.
17. If the vehicle does not negotiate the course correctly it will be scored as “Did Not Finish”, the time will not count, and that chance to race will be used up.
18. If any of the five items falls off the vehicle, touches the ground, or touches an obstacle, the vehicle will be considered to have failed to negotiate the course.
19. The operator is permitted to walk within the course and follow his or her vehicle. However if the operator touches any part of the vehicle, the run will be treated as if the vehicle failed to negotiate the course.
20. An individual may only enter one vehicle per competition. If time permits, additional vehicles may be run “for fun” after the competition has concluded.

Officiating

21. The Game Leader is the sole judge and interpreter of the rules for the game. His or her word is the final say.