

STEAMPUNK AT ALTITUDE
GRAND TEAPOT RACING

TECHNICAL AND SPORTING RULES

GENERAL RULES

Vehicle: The vehicle must be controlled remotely.
If necessary, separate categories may be provided for radio-controlled and manual-controlled (e.g. vehicles pulled by a string).

The vehicle must always have a minimum of 50% of the wheels / tracks / legs etc. in contact with the ground (no intentional flight permitted), subject to penalty.

the vehicle shall be no more than **40cm long, 30cm wide and 30cm high including flags, chimneys etc.** This does not include any control rods, strings etc. for the operation of a manually-controlled teapot.

(Oversize vehicles may compete subject to the judges' discretion and a suitable *size penalty*)

'*Teapot*' is taken to mean teapots, coffeepots, kettles, tetsubin, samovars and other like vessels which can be used for the production of tea.
This rule shall be interpreted inclusively where there is any doubt.

The course: The course shall be laid out at the whim of the judges with approximately five to ten (5-10) obstacles to be overcome before the finish line. Each obstacle will have its own definition of "*successfully negotiated*" which can be found in the full rule set. This will be explained by the MC at the start of the event.

The obstacles shall be designed and arranged by the organisers to "level the playing field" as much as possible, without regard to the wishes of the participants or any other party. This includes tailoring the obstacles to driver skill (if deemed necessary by the judges).

Arrows shall be placed to direct the participants through the course. Visual access to the course shall only be immediately prior to the event.

The course surface does not have to be smooth or level.

Registrations: Registrations shall be in writing prior to the start of racing, on the form provided for the purpose.

Different drivers may operate the same teapot (provided the teapot complies with the technical rules above), but each driver must complete their own registration.

Scrutineering: Scrutineering will open thirty (30) minutes prior to the start of racing. Competitors must

arrive at least fifteen (15) minutes early to the staging area for scrutineering. those not through scrutineering prior to the start may not be eligible to enter.

Once through scrutineering, a small scrutineering mark may be applied to each vehicle.

Bribery: In the tradition of Teapot Racing as originated in *Aotearoa*, Bribery is heartily encouraged. Extra points are awarded for originality, ingenuity and general silliness of the bribes. Further guidance can be found at the site below.

<https://splendidteapotracing.com/2015/07/24/judges-bribes-a-fine-art/>

Bribery shall also be accepted in the instance where a vehicle suffers mechanical failure and cannot compete. It is noted the vehicle will still be eligible for the “*Best total disaster*” award.

It should be remembered that this is about the show, and bribes should fit the light-hearted theme of teapot racing generally.

Racing Racing shall be against the clock. Each competitor will have one (1) opportunity to negotiate the course.

Drivers must be present to start their run within one (1) minute of being called to the starting gate - failure to do this will mean disqualification.

An opportunity shall be provided for each competitor to introduce themselves and their teapot prior to their attempt at the course.

Competitors are allocated two (2.0) minutes to complete the course.

An additional thirty (30) seconds will be permitted beyond this time (subject to a timing penalty).

Drivers may travel with their teapot around the course.

Should no teapot complete the course within the time allocated, the winner shall be the teapot that traversed the furthest along the track.

Three (3) manual “assists” are permitted for each teapot (e.g. righting an overturned teapot etc.).

Vehicles which leave the marked boundary will be disqualified.

Points will be awarded for:

- The overall look of the vehicle (including visible or naming puns)
- Extra features of the teapot (e.g. real smoke, unique theme etc.)
- Bribery of the judges
- Showmanship (dress, singing, dancing, jokes, etc.).
- Spectacular *Yeet* of either the teapot or obstacles (provided there are no breakages)

- Other acts of special note at the judges' discretion.

Points will be deducted for:

- Exceeding the specified size limits
- Exceeding the 2.0 minutes allowed for completion of the course.
- Damage to the obstacles.
- Damage to the spectators or judges.
- Each "assist" given to the teapot (e.g. righting an overturned teapot)
- Intentionally allowing more than 50% of the wheels / tracks / legs etc. to leave the ground at the same time.
- Inadequate bribery of the judges, or in any other way vexing said judges.

Technical failures

Battery changes during the race are permitted. The time taken for this will be included in the total run time.

Should a competitor suffer a failure during their run of the obstacle course that prevents their continuing, they will record a DNF (and their final position marked as above).

Last minute changes of category from radio-controlled to manual-control are permitted up to the start of the respective competitor's run.

Manual controlled teapot – Special conditions

Damage caused by the driver scores as if done by the teapot itself.

If the manual controlled teapot cannot negotiate an obstacle (e.g. not being able to negotiate a tunnel), it may be moved around the obstacle subject to an "assist" penalty.

Due to the lower chance of penalties, an altered course may be used for manual-controlled teapots to even the playing field (this will be at the judge's discretion).

Operators of manual controlled teapots may stand in front of the start line if required for the operation and control of the teapot.

PRIZES

The following prizes shall be awarded (provided there are worthy recipients)

- Grand Champion
- Fastest completion of the course – *Manual Control class*
- Fastest completion of the course – *Radio Control class*
- Best-decorated vehicle
- Best dressed driver
- Most entertaining run
- Best total disaster

Registrations to include the following information (as a minimum)

- Manual or Radio control
- Vehicle name
- Driver name

Judging Criteria

Best-decorated vehicle

- Unique theme
- Having a “driver” within the teapot
- Tea-themed pun in name
- “real” smoke
- Lighting / sound
- Moving parts / animatronics
- Tracks
- Walker

Best dressed driver

- Tea-theme
- General steampunk dress
- Matching teapot and dress
- Flamboyance above and beyond the call of duty

Most entertaining run

- Backstory for self and teapot
- Jokes
- Interaction with the crowd
- Unintentional flight (Yeet)
- Overturned teapot
- No penalties – **MINUS**
- Flamboyance above and beyond the call of duty

Bribery scoring

- Tea-themed gifts
- Unique gifts
- Gifts themed to a known bias of the judges
- Gifts with a pun
- Chocolate
- Money
- Coffee

Grand Champion Judging

In the interests of fairness, the fastest manual teapot and the fastest radio-controlled teapot will be eligible for the Grand Champion.

The champion shall be whichever eligible teapot scores highest on an aggregate of:

- Entertainment
 - Decoration
 - Best Dressed
 - Lowest number of penalties
 - Bribery
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