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COMPETITOR RULE BOOK

2022-2023 COMPETITION YEAR



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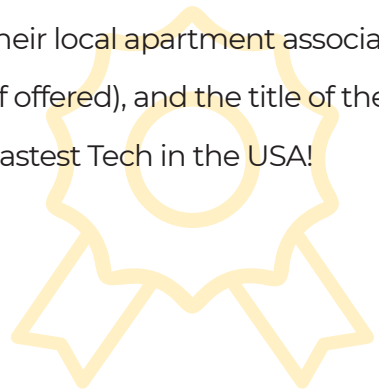
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RENOVATION



BECOME A CHAMPION AND WIN A FREE TRIP AND PRIZES

The 16th Maintenance Mania National Championship will be held at the National Apartment Association's Apartmentalize in Atlanta in June 2023.

Twenty finalists will be flown out to compete at the Championship. They will compete for cash and prizes offered by Maintenance Mania's national sponsors, a CAMT scholarship from the NAA and their local apartment association (if offered), and the title of the Fastest Tech in the USA!



REGIONAL QUALIFIERS VS. ROOKIE QUALIFIERS

After the success of last season's Maintenance Mania National Championship (MMNC) qualification format, this season will once again see Rookie Qualifiers take on the best technicians in the country! As they have in previous seasons, the fastest finishers from each of the NAA's 10 regions will earn a Regional Qualifier berth. Once the regional qualifiers have been determined, the 10 fastest rookies (participants who have never previously qualified for a MMNC) will make their way to Atlanta for the finals!







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- With dimensions of 26-1/2" diameter and 34" tall, it retains the same steel jacket dimensions of the model it replaces
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Tankless

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A.O. SMITH® WATER HEATER INSTALLATION



Competition Instructions

1. Start at the end of the competition table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Pick up the new water heater.
4. Move to the right side of the table to the work area.
5. Complete the following in any sequence:
 - Remove the old water heater by disconnecting the hot and cold supply lines.
 - Install the new water heater by connecting the hot and cold supply lines.
 - Open the cold water supply valve.
 - Open the temperature and pressure valve to allow air to escape from the new water heater, preventing a dry fire.
 - Make sure the water heater tank is filled by pulling up the water level tab.
 - Turn on the power to the water heater from the circuit breaker.
6. Return the old water heater to the starting area beyond the checkered line on the table.
7. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- Both hot and cold supply lines are engaged to the new water heater.
- The cold water supply valve is in the open position.
- The hot water handle on the faucet is in the open position.
- The water level is in the full position.
- The circuit breaker is in the on position.
- The old water heater is in the starting area beyond the checkered line on the table.

A callback will be applied if any of the above requirements are not completed on the first pass.

Judge Reset Notes

When resetting the game for the next competitor, secure supply lines by tightening completely and then loosening counterclockwise by a quarter-turn.

A. O. Smith® 40 Gallon Lowboy Electric Water Heater
Mfg #ENLB-40
754124



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FRIGIDAIRE® ICEMAKER INSTALLATION

FRIGIDAIRE

Competition Instructions

1. Stand at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Place the icemaker and water valve with inlet tube into the tote.
4. Move to the right side of the table to the work area.
5. Complete the following in any sequence:
 - Mount the icemaker by hanging the unit on both bolts inside the display.
 - Lift the icemaker wire signal arm to the off position.
 - Mount the water valve in the rear panel.
 - Push the water inlet tube through the rear panel to the icemaker.
6. Return the tote to the starting area beyond the checkered line on the table.
7. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- The icemaker is mounted on both bolts.
- The icemaker arm is lifted up.
- The water valve is mounted in the rear panel.
- The water inlet tube is set in the rear panel.
- The tote is returned to the starting area beyond the checkered line on the table.

A callback will be applied if any of the above requirements are not completed on the first pass.



HALSTEAD

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HALSTEAD CLICK-LOCK PLANK INSTALLATION

HALSTEAD

A PROUD MEMBER OF THE HMTX FAMILY

Competition Instructions

1. Start at the end of the table with both hands placed on the timer until the light turns green.
2. Start the timer by taking both hands off the timer.
3. Place hammer, tapping block, and cleaning rag into the black tote. Click Lock Plank pieces do not need to be moved to the work area using the black tote; participants can carry them by hand.
4. With all items, move to the right side of the table to the work area.
5. Complete the following in order:
 - Connect all Click-Lock Plank pieces together manually, then use the hammer and tapping block to ensure all pieces are locked together.
 - Once all Click-Lock Plank pieces are connected, use the cleaning rag to erase all markings on the planks.
 - After all markings have been erased, place the hammer, tapping block, and cleaning rag back into the black tote.
6. With the black tote in hand, return to the starting area beyond the checkered line on the table.
7. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- The competitor brought the black tote with all items from the starting area to the working area. (Click-Lock Plank pieces can be carried by hand.)
- The connected planks have no visible gaps.
- All plank markings have been erased entirely.
- The black tote was returned to the starting area with all required items.

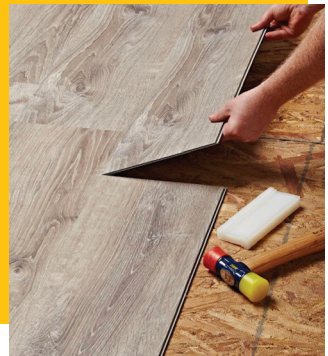
A callback will be applied if any of the above requirements are not completed on the first pass.

Judge Reset Notes

When resetting the game for the next competitor, the judge will be responsible for marking each plank with "A," "B," and "C."

Lifeproof Sterling Oak Luxury Vinyl Plank Flooring

Mfg #1966106L
202926





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KIDDE® FIRE & CO ALARM SAFETY INSTALLATION



Competition Instructions

1. Stand at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Place the sealed battery smoke alarm and the combo smoke and carbon monoxide alarm into the tote.
4. Move to the right side of the table to the work area.
5. Complete the following in any sequence:
 - Open the Slimline KeySafe® using the combination 1-2-3-4, and place the faceplate into the tote.
 - Remove the old smoke alarm and place it into the tote.
 - Install the sealed battery smoke alarm by attaching it to the ceiling plate.
 - Press the test button once; the full alarm sounds after 10 seconds.
 - Install the combo smoke and carbon monoxide alarm by attaching it to the wall plate.
6. Place the old parts in the tote and return the tote to the starting area beyond the checkered line on the table.
7. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- The sealed battery smoke alarm and the combo smoke and carbon monoxide alarm are correctly installed and engaged with the mounting plates.
- The full alarm on the sealed battery smoke alarm sounded after the test button was pushed.
- The tote with the old smoke alarm and the Slimline KeySafe® faceplate are returned to the starting area beyond the checkered line on the table.

A callback will be applied if any of the above requirements are not completed on the first pass.

**Commercial Slimline
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KeySafe®**
889079



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Carbon Monoxide And
Smoke Alarm**
Mfg #21006377
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*Source: TraQline US quarterly brand unit share report, Q4 2006 through Q2 2020

KWIKSET® KEY CONTROL™ DEADBOLT TEST



Competition Instructions

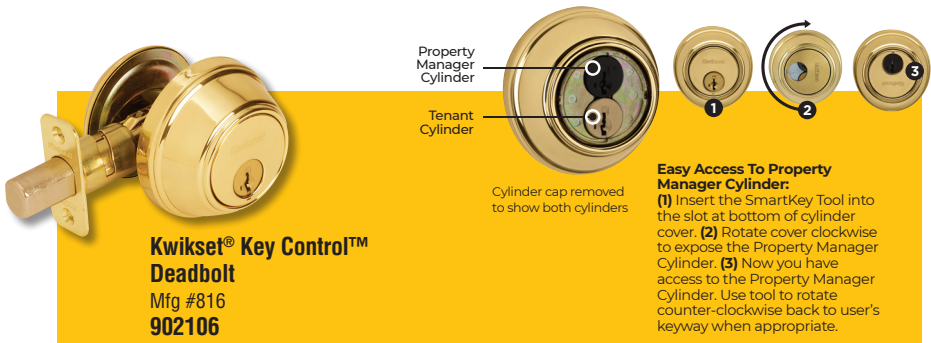
1. Stand at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Pick up the resident key and move to the right side of the table to the work area.
4. Lock the Key Control deadbolt with the resident key.
5. Return to the starting area and switch the resident key for the control key.
6. Rotate the deadbolt faceplate with the rotation tool to expose the control cylinder (top).
7. Unlock, then immediately lock, the deadbolt.
8. Rotate the deadbolt faceplate back to expose the resident cylinder (bottom) with the rotation tool.
9. Place rotation tool anywhere on the black base of the game display.
10. Return the control key to the starting area beyond the checkered line on the table.
11. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- The deadbolt is locked with the resident key.
- The deadbolt is unlocked and locked with the control key.
- The deadbolt faceplate is turned back with the rotation tool to expose the resident cylinder (bottom).
- Both keys are returned to the starting area beyond the checkered line on the table.
- The rotation tool is resting on the game display's base.

A callback will be applied if any of the above requirements are not completed on the first pass.





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PFISTER® PUSH AND SEAL DRAIN INSTALLATION

Pfister
RENOVATION

Competition Instructions

1. Start at the end of the competition table with both hands placed on the timer until the light turns green.
2. Start the timer by taking both hands off the timer.
3. Place the Drain Body with Top Rubber Sink Seal, Mack Washer, Plastic Washer, and Mounting Nut into the black tote.
4. With all items inside the black tote, move to the right side of the table toward the work area.
5. Complete the game in the following sequence:
 - Remove the conventional drain piece from the sink
 - Insert Drain Body with Top Rubber Sink Seal into the hole of the sink
 - Place the Plastic Washer on the Mounting Nut and, along with Mack Washer, slide up the Drain Body. You must ensure the Mack Washer is installed correctly, with the wide portion placed atop of the Mounting Nut.
 - Insert and fasten the assembled Drain Body into the P-trap pipe fitting, ensuring the Drain Body is secure.
 - By hand, firmly thread the Mounting Nut onto the bottom of the sink, ensuring the Drain Body is secure.
 - Once the Drain Body is secure, return to the top and press the Push & Seal function to ensure the sink is “sealed”
6. Place the conventional drain piece inside the black tote and return to the starting area beyond the checkered line on the table
7. Place both hands on the timer to stop the time.

Judge Inspection

- All washers, seals, and nuts are mounted on the Drain Body in the correct order
- The Mack Washer is pointing in the right direction, with the wide portion placed atop of the Mounting Nut.
- The Drain Body is securely fastened to the P-trap piping – not loose or able to rotate
- The Drain Body is securely fastened to the sink – not loose or able to rotate
- The Push & Seal function stays sealed
- The black tote, containing the conventional drain, is returned to the starting area

Judge Reset Notes

- When resetting the game for the next competitor, ensure the following steps are met: tighten the position nut on the P-Trap pipe fitting completely and then loosen counterclockwise by a quarter-turn; ensure the conventional drain is placed back in the sink; ensure all Drain Body parts are placed back on the table for the next competitor.

**Pfister® Push And Seal
Drain Assembly**
Mfg #972097J
125204





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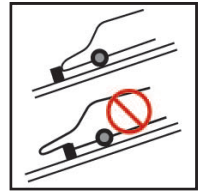
TEXT2CONFIRM
AUTHORIZATION



RACE CAR COMPETITION

Car Requirements

- Each competitor must build his or her own race car.
- All cars must conform to the following specifications:
 - Length – maximum 18". Cars cannot extend beyond, over, or above the start gate pin (pin is 1-1/2" high). A 1/2" wide bumper in the center of the car both on the front and the back is required to make contact with the pin. See illustration.
 - Width – maximum 6".
 - Height – maximum 6".
 - Weight – maximum 1 lb. 8 oz.
 - Race cars can only be gravity powered.
 - Race cars must use at least three maintenance supply parts (wood does not count).
 - Glass may not be used on race cars.
 - Approved yellow competition wheels provided by the affiliate for the current competition season must be used and may not be altered or modified (2 large and 2 small).
- Participants who do not enter a car cannot win the overall event.



Competition Instructions

- Test the car on the track to make final adjustments before check-in.
- Check your car in with a race judge.
- Race cars that pass the check-in process are placed in quarantine and can no longer be tested or modified.
- Race cars that fail the check-in process receive a total time of 20 seconds for the race car competition. A race judge will mark the time on your scorecard and in the scorekeeping system. Your car will not be allowed to race.
- Competitors will be called to the racetrack by their number.
- Cars are raced twice, once down each lane.
- In the event the car does not cross the finish line under its own power, a time of 10 seconds will be marked for each incomplete run.
- If, during a race on either lane, a part on a car, including a wheel, falls off, a time of 10 seconds will be marked for the incomplete run.
- Total competition time is the sum of the two runs.



1. Participation

- 1.1 Competitors are required to be maintenance technicians who spend a minimum of 32 hours of the work week in the field and are primarily employed by a community that is an industry member in good standing with an affiliated local or state apartment association or a direct member of the National Apartment Association (NAA) to compete in local and national events. Maintenance technicians who work for multiple communities or for a management company are eligible, as long as the above criteria are met and each community is a member. In order to be considered primarily employed by an industry member, the participant must work for the member for a minimum of 32 hours per week. Competitors with non-maintenance titles (i.e., housekeeper, porter, groundskeeper, technician, manager, or supervisor), but fall within the qualifying parameters, must contact the Maintenance Mania Executive Committee to gain approval to compete.
- 1.2 Individuals are not allowed to compete in more than one Maintenance Mania® event per competition year. If a participant has been found to have competed in multiple events, they will be disqualified from that season's competition and future competitions as determined by the Maintenance Mania Executive Committee.
- 1.3 Competitor substitution is cause for disqualification.
- 1.4 Competitors must sign a liability waiver to compete in the games.
- 1.5 External* competitors can attend a local event, within their membership region, at the invitation of the host apartment association, and with the approval of the Maintenance Mania Executive Committee, if they are a direct member of NAA, if their primary¹ local association does not host an event, or if special circumstances prevent them from attending their local event. Special circumstances may include, but are not limited to, weather, property-related absences, or illness. The Maintenance Mania Executive Committee will review the request with the selected association. The affiliate must submit the information to NAA a minimum of three weeks prior to the event.
- 1.6 Active competitors are not permitted to be included or involved in the equipment setup, race car check-in, or judge training in any fashion.
- 1.7 Personal Conduct Policy – Claims of cheating, dishonesty, or impropriety during a Maintenance Mania® event will immediately be reviewed by the on-site Protest Committee and communicated to the Maintenance Mania Executive Committee. Competitors may be allowed to finish the event before a determination can be made. A determination of substantiated cheating will result in a disqualification from the current season's qualification processes and from future seasons as determined by the Maintenance Mania Executive Committee. Appeals can be brought to the attention of the Maintenance Mania Executive Committee for further review.

2. Games

- 2.1 Competitors build their race cars prior to the event.
- 2.2 All games are timed to determine the fastest competitor in each game and overall.
- 2.3 Competitors must complete all games and the car race to qualify for the overall competition, and the National Championship qualifying process
- 2.4 Competitors may not be present in the competition area while the games are being set up.
- 2.5 If, during an attempt at any game, a competitor believes they have encountered an issue with damaged or missing equipment, the competitor should complete the game and properly stop the timer. Before the score is confirmed by the participant and submitted by the game's judge, the competitor is to bring the issue to the attention of the judge and/or the Event Official. If the judge cannot make a ruling, the Event Official should be consulted for a ruling. If the Event Official determines there is an issue with the equipment, the issue should be resolved and the competitor should be allowed another attempt. If there is no issue found by the Event Official, the competitor's score on the initial attempt should be submitted by the judge.
- 2.6 All games must be played on tables that are 8' long and 30" wide. Any local events found to be using improper competition tables will be disqualified from the National Championship qualifying process.
- 2.7 If an association fails to secure proper competition tables for their event, registered competitors may be allowed to compete at a willing affiliate's event, with approval from that affiliate and the Maintenance Mania Executive Committee. They will be eligible to qualify for the National Championship under the criteria outlined in Section 1.
- 2.8 Clamps are provided for designated games as a means to ensure the safety of the competitors and the integrity of the competition. Clamps are not to be used on games not designed as such. The only designated games this season are the Kidde® Fire and Carbon Monoxide Safety Installation and the Halstead Click-Lock Plank Installation.
- 2.9 Once the competition has started, no practice runs by any competitor may be permitted.

3. Timers

- 3.1 Competitors are judged on their position when starting or stopping the timer touchpad; both hands must be facing down on the touchpad with the competitor standing in front of the touchpad at the end of the table and not on any side of the table.
- 3.2 If a competitor stops the timer and accidentally shuts it off, which erases the time, the competitor will have to redo the game and will use up his or her second chance.
- 3.3 If a timer touchpad is reset and/or the competitor's time is not recorded on a second chance game, then no time will be recorded for that game, resulting in a disqualification from the overall competition and the National Championship qualifying process.

4. Judges

- 4.1 The Game Judge has the authority to apply a callback and certify that all game completion requirements have been met.
- 4.2 Game Judges are solely responsible for resetting the game and timer between competitors.

*Competitors are considered external when they are not employed by members of the association hosting the event. The competitor must also meet the primary participation criteria outlined in 1.1.

¹The primary local association is defined as the local association that your community is required to have membership with to be a member with NAA.

- 4.3 Competitors can request a review of the Game Judge's interpretation of the game completion requirements by the Event Official before the event has ended. Once the winners are announced, the results are final.
- 4.4 A game station may be stopped or suspended at any time the Event Official decides it is necessary or appropriate to maintain the integrity of the game.
- 4.5 The Event Official is the on-site authority on all questions of game conduct. The decision of the Event Official is final.
- 4.6 An Event Official who cannot make a ruling shall present the issue to the On-Site Protest Committee, who will make the final decision. The Protest Committee is determined by the participating affiliate, and is typically comprised of one (1) person from the participating affiliate, one (1) person from the local HD Supply support team, and one (1) person attending the event, but not competing in any games. The participating affiliate will have the final determination of who comprises the Protest Committee.

5. Scorekeeping

- 5.1 The time it takes the competitor to complete the game requirements between starting and stopping the timer is called First Chance.
- 5.2 A Callback is the additional time it takes the competitor from the restart of the timer to correct an omission or error identified by the game judge and return to stop the timer.
- 5.3 Each competitor has one Second Chance during the competition to redo any one game to improve his or her time. The lower of the recorded times will be used as his or her official time.
- 5.4 Competitors are responsible for confirming the correct times are recorded electronically and on their scorecard immediately following the completion of each game. If no verifiable time is recorded in the system or on their scorecard, no time will be recorded for that attempt, resulting in disqualification from the overall competition and the National Championship qualifying process.
- 5.5 Any discrepancies regarding a participant's time must be immediately brought to the attention of the Event Official.
- 5.6 Only the Event Official and Event Scorekeeper are to have access to the scorer's laptop and event standings.
- 5.7 Only the Event Official is permitted to communicate and approve changes to competitor's scores.

6. National Championship

- 6.1 The Maintenance Mania National Championship finalists will consist of ten (10) Regional Qualifiers - competitors with the fastest combined time in each of NAA's 10 regions. The remaining ten (10) qualifiers will consist of the fastest competitors, regardless of region, who have not previously qualified for a Maintenance Mania National Championship. They will be known as Rookie Qualifiers. Individuals must meet the criteria outlined in Section 1 at the time of the National Championship Finalist selection process and maintain that status until the conclusion of the National Championship.
- 6.2 Due to the absence of a traditional in-person Maintenance Mania National Championship during the 2019-2020 and 2020-2021 season, respectively, All-Star status will not be a consideration for National Championship qualifiers during the 2022-2023 season.
- 6.3 The 10 competitors with the fastest combined time in their respective NAA regions will qualify as Regional Qualifiers, unless that competitor is ineligible to compete in the National Championship. If that is the case, the competitor with the next fastest combined time in that specific region qualifies as the Regional Finalist.
- 6.4 The 10 Rookie Qualifiers are selected from the fastest combined times across all NAA regions after the Regional Qualifiers are determined. Rule 6.3 also applies to Rookie Qualifiers.
- 6.5 A veteran competitor (identified as someone who has previously qualified for a Maintenance Mania National Championship) who cannot compete at their local event, as outlined in Rule 1.5, can submit an "External Competitor Request" to compete at another participating affiliate's event within their membership region. Requests must be submitted a minimum of three (3) weeks prior to the event. The host affiliate will determine if the veteran competitor is eligible for any local prizes. The veteran competitor's final accumulated time will be measured against other times in their region of origin to determine his/her qualification for the Maintenance Mania National Championship as a Regional Finalist.
- 6.6 If a competitor changes communities after competing at the local event but before the determination of National Finalists, the competitor's time is considered in the region in which he or she competed. The competitor will be promoted as representing the affiliate who hosted the event in which the competitor competed.
- 6.7 No Second Chance attempts may be made by finalists during the Maintenance Mania National Championship competition.
- 6.8 The rules outlined in this rule book are to serve as the sole guide for local Maintenance Mania events. Rules at the National Championship may be updated by the Maintenance Mania Executive Committee as deemed necessary.

7. Rule Book

- 7.1 This rule book is meant to provide program guidelines. Any unforeseen situation will be addressed by the Maintenance Mania Executive Committee.

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2019 INDUCTEES

Chris Haney

Company/Property: Matrix Residential, LLC's 92 West Paces In Atlanta

Greg Diehl

Company/Property: Greystar's The Metro Apartments In Denver

2018 INDUCTEES

Gregory Quercetti

Company/Property: The Westover Companies' Cedar Tree Village In Delaware

Angel Diaz

Company/Property: Milestone Management's Woods of Bedford In Bedford, Texas

2017 INDUCTEES

Jorge Blanco

Company/Property: Kettler Management, Dock 79 In Washington, DC

Joel Martinez

Company/Property: Lincoln Military Housing, Howard Gilmore In La Mesa, California

2016 INDUCTEES

Jimmy Garcia

Company/Property: Matrix Residential In Jacksonville, Florida

PRIOR TO 2016 INDUCTEES

Dave Berryman

Company/Property: The Kamson Corporation's Country Club Towers In New Jersey

Jason Frotten

Company/Property: HD Supply In Jacksonville, Florida

Herb Harr

Company/Property: Van Rooy Properties In Indianapolis

Justin Heenan

Company/Property: McConnell Air Force Base, Corvias Military Living, In Wichita, Kansas

Angel Munoz

Company/Property: Chambers Creek Estates In University Place, Washington

Lannon Quintana

Company/Property: Cardinal Group Management In Denver

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