



GAME #1

PLANK PUZZLE

Solve and assemble a puzzle made of flooring planks.

1. Stand at the end of the table directly in front of the timer (not to the side) with both hands placed on the timer (right hand on right pad, left hand on left pad) until the timer light turns green.
2. Start the time by taking both hands off the timer.
3. Contestant then goes to game area and assembles puzzle to display Maintenance Mania® logo.
4. Once done, Competitor must resume starting position directly in front of the timer (not to the side) and place both hands on the timer (right hand on right pad, left hand on left pad) to stop the time.



GAME #2

MAINTENANCE MEMORY

Remember and match featured products & services.

1. Stand at the end of the table directly in front of the timer (not to the side) with both hands placed on the timer (right hand on right pad, left hand on left pad) until the timer light turns green.
2. Start the time by taking both hands off the timer.
3. Contestant draws a game card from the stack next to the timer.
4. Contestant reviews and attempts to memorize the game card.
5. Contestant hands the game card to the judge and moves to the game area.
6. Contestant then places game pieces into the grid to match the grid shown on the game card.
7. Contestant may reference the game card up to 2 additional times. The clock does NOT stop.
8. Once done, Competitor must resume starting position directly in front of the timer (not to the side) and place both hands on the timer (right hand on right pad, left hand on left pad) to stop the time.

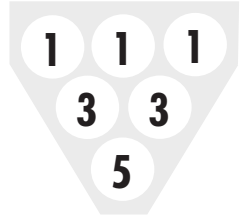


GAME #3

PLUNGER TOSS

Toss plungers & land them in a target made of buckets.

- Participant takes place behind line/at designated mark, grabs a plunger and tosses it underhand, attempting to land it in one of the buckets.
- Varying point values are awarded based on the result of the toss:
 - 0 Points: Plunger does not land in any bucket
 - 1 Point: Plunger lands in bucket in back row
 - 3 Points: Plunger lands in bucket in middle
 - 5 Points: Plunger lands in the bucket at the top/far point of the triangle
- Participant repeats process 2 more times (total of 3 throws) gathering as many points as possible.
- The highest point value once all participants have completed the game, wins.



Tie Breaker: All tied participants will reset and repeat the instructions of the game. This will continue until a winner is determined.



GAME #4

KWIKSET DEADBOLT

Competitors may NOT touch, flip, or reposition any parts prior to starting the game.

- Stand at the end of the table directly in front of the timer (not to the side) with both hands placed on the timer (right hand on right pad, left hand on left pad) until the timer light turns green.
- Start the time by taking both hands off the timer.
- Pick up the tote.
- Move along the right side of the table to reach the work area.
- Place the tote on the game platform.
- Open the lockbox using the combination 1-3-5-7.
- Use the key attached to the faceplate to fully unlock deadbolt, and immediately re-lock the deadbolt.
- Place the faceplate into the tote and return to the starting position.
Note: all items in the tote must remain untouched during the transfer between the game platform and starting area.
- Competitor must resume starting position directly in front of the timer (not to the side) and place both hands on the timer (right hand on right pad, left hand on left pad) to stop the time.



GAME #5

SEASONS CEILING FAN

Competitors may NOT touch, flip, or reposition any parts prior to starting the game.

1. Stand at the end of the table directly in front of the timer (not to the side) with both hands placed on the timer (right hand on right pad, left hand on left pad) until the timer light turns green.
2. Start the time by taking both hands off the timer.
3. Place the fan blades and plastic shade into the tote. **Note:** all items in the tote must remain untouched during the transfer between the starting area and game platform.
4. Move along the right side of the table to reach the work area.
5. Place the tote on the game platform.
6. Complete the following in any sequence:
 - Attach three fan blades: place blades on blade mounts and pull to lock all blades into place.
 - Install one plastic shade.
7. Leave fan assembled for judges to confirm.
8. Return tote to the starting position.
9. Competitor must resume starting position directly in front of the timer (not to the side) and place both hands on the timer (right hand on right pad, left hand on left pad) to stop the time.



GAME #7

**IF YOU HAVE A RACE CAR, BEGIN AT STATION #7
BEFORE PARTICIPATING IN OTHER COMPETITIONS**

RACE CAR COMPETITION

The Race Car Competition is a head-to-head, single elimination tournament consisting of as many rounds necessary based on the total number of participants. All head-to-head advancements will be tracked and recorded by official Maintenance Mania scorekeepers. Both tracks are identical and you should race on whichever track is available.



GAME #6

KIDDE FIRE SAFETY

Competitors may NOT touch, flip, or reposition any parts prior to starting the game.

1. Stand at the end of the table directly in front of the timer (not to the side) with both hands placed on the timer (right hand on right pad, left hand on left pad) until the timer light turns green.
2. Start the time by taking both hands off the timer.
3. Place both the sealed battery smoke alarm and the combo smoke and carbon monoxide alarm into the tote. *Note: all items in the tote must remain untouched during the transfer between the starting area and game platform.*
4. Move along the right side of the table to reach the work area.
5. Place the tote on the game platform.
6. **Complete the following in any sequence:**
 - Open the lockbox using the combination 1-3-5-7 and place the faceplate into the tote.
 - Remove existing smoke alarm from ceiling and place it into the tote.
 - Install the sealed battery smoke alarm by attaching it to the ceiling plate.
 - Remove existing combo smoke and carbon monoxide alarm from the wall and place it into the tote.
 - Install the combo smoke and carbon monoxide alarm by attaching it to the wall plate.
7. Place the old parts in the tote and return the tote to the starting position.
8. Competitor must resume starting position directly in front of the timer (not to the side) and place both hands on the timer (right hand on right pad, left hand on left pad) to stop the time.

Advancement to each round requires authorization on scorecard from official scorekeeper(s). Rules per round:

1. Cars will take a turn on each side of the track
2. In the event of a tie, cars will return to their starting side of the track for a final run.
3. 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.
4. 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.
5. Participants will be called to the racetrack by their number.
6. Winners will be determined by official Maintenance Mania judge.
7. Races are NOT timed and will be determined by judges.