

2025 RULE BOOK

Maintenance Games are Meant for Maintenance Professionals Only

PRESENTING SPONSORS:



REDICARPET Powered By HD Supply[®]

BALANCE THE SCALES

GOAL OF GAME:

Solve the problem with the correct product mix.

- 1. Participant starts the timer by placing both hands on the timer pad.
- 2. Participant moves to the game area and attempts to solve one of four problems (black blocks) with a combination of three correct solutions (white blocks) to balance the scale correctly.
- 3. Once first problem is solved (scale balances), contestant continues to solve remaining three problems with combination of remaining solutions.
- 4. Once all four problems are solved correctly, contestant stops timer, judge records their time.
- 5. The lowest time once all participants have completed the game, wins



MEMORY

GOAL OF GAME:

Remember and match featured products and services.

- 1. Participant starts the timer by placing both hands on the timer pad.
- 2. Participant draws a game card from the stack next to the timer.
- 3. Participant reviews and attempts to memorize the game card.
- 4. Participant hands the game card to the judge and moves to the game area.
- 5. Participant then places game pieces into the grid to match the grid shown on the game card.
- 6. Once done, contestant stops the timer.
- 7. Judge reviews grid to see if matches game card.
- 8. If grid matches game card, contestant is done and judge records their Total time.
- 9. If grid does not match game card, contestant re-starts the timer and returns to grid to make changes once done, contestant stops timer.
- 10. Judge reviews grid again to see if matches game card.
- 11. Once the grid matches game card, contestant is done and judge records their final time (including callback time(s) as necessary to be confirmed)
- 12. If after 3 attempts the competitor does not match the tiles to their selected card, they receive a a "DNF" (Did Not Finish)
- 13. The lowest time once all participants have completed the game, wins



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PLANK PUZZLE

GOAL OF GAME:

Solve and assemble a puzzle made of flooring planks.

- 1. Participant starts the timer by placing both hands on the timer pad.
- 2. Participant then goes to game area and assembles puzzle to display Maintenance Mania logo.
- 3. Once done, contestant stops the timer and judge records their time.
- 4. The lowest time once all participants have completed the game, wins



KEYS TO WIN

GOAL OF GAME:

Match keys to locks and reveal the code for the combination deadbolt.

- 1. Contestant starts the timer by placing both hands on the timer pad.
- Contestant goes to game area and using 10 keys supplied attempts to unlock 4 deadbolt standard deadbolts.
- Once standard deadbolts are unlocked, contestant reviews the tags on each key to determine the correct digits for the combination deadbolt.
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- 4. Once the combination deadbolt is unlocked, contestant stops the timer and judge records their time.
- 5. The lowest time once all participants have completed the game, wins.

PLINKO

GOAL OF GAME:

Answer maintenance-related trivia questions based on the chance of the Plinko board.

- 1. Participant starts at the Plinko board and drops 3 disks, 1 at a time into a slot at the top of the game board.
- Once each disc lands in an opening at the bottom, judge draws a card from the deck labeled with the same product category (i.e. Plumbing).
- Each card will feature 2 questions each with a different point value. Participant must tell judge which question they would like to answer based on point value – 100 or 200 points.
- 4. Judge reads selected questions to competitor.



- 5. Participant then attempts to answer the question they selected from each of the 3 cards.
- 6. For each question they answer correctly, they receive the number of points associated with that question.
- 7. If they answer incorrectly, they receive no points for that question.
- 8. The highest point value once all participants have completed the game, wins.

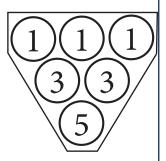
Tie Breaker: Live round of maintenance trivia. Points will be awarded for correct answers in the fastest amount of time. A second round of trivia will take place if another tie occurs after 10 questions.

PLUNGER TOSS

GOAL OF GAME:

Toss plungers and 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.
- 2. 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.



4. 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.

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RACE CAR

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

Rules per round:

- Cars will take a turn on each side of the track
- In the event of a tie, cars will return to their starting side of the track for a final run.
- Winners will be determined by official Maintenance Mania judge.
- Races are NOT timed and will be determined by judges.







2025 COMPETITOR SCORECARD

#:	NAME:				
GAME	ROUND 1	ROUND 2	ROUND 3	TOTAL TIME	JUDGE INITIALS
Balance the Scales					
Memory	\geq				
Plank Puzzle	\geq				
Keys to Win	\geq	\geq	\geq		
Plinko					
Plunger Toss					
	ROUND 1 ADVANCE	ROUND 2 Advance	ROUND 3 ADVANCE	ROUND 4 ADVANCE	ROUND 5 ADVANCE
Judge to stamp each box as participant advances in head to head competition	ROUND 6 ADVANCE	ROUND 7 Advance	ROUND 8 ADVANCE	ROUND 9 ADVANCE	ROUND 10

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