

# COLORADO MAINTENANCE MANIA!



## 2024 RULE BOOK

*Maintenance Games are Meant for Maintenance Professionals Only*

### PRESENTING SPONSORS:





# 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

A background image for the 'Plank Puzzle' game, showing a wooden floor made of planks. A circular logo with the text 'MAINTENANCE MANIA' is partially visible in the center.

# 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

A background image for the 'Keys to Win' game, showing a dark blue surface with several keys of different shapes and sizes scattered across it.

# KEYS TO WIN

## **GOAL OF GAME:**

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

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, participant stops the timer and judge records their time.
4. 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.
2. 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).
3. 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.



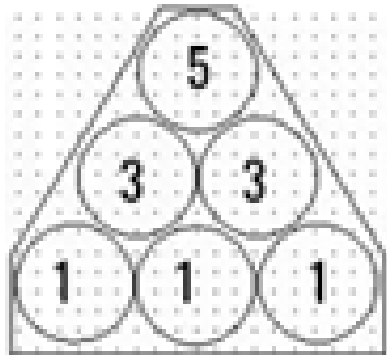
# PLUNGER TOSS

## GOAL OF GAME:

**Toss plungers and land them in a target made of buckets.**

1. 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:

- Plunger does not land in any bucket – 0 points
- Plunger lands in a bucket in the row of 3 – 1 point
- Plunger lands in a bucket in the row of 2 – 3 points
- Plunger lands in the bucket at the top/far point of the triangle – 5 points



3. 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.



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.

**THANK YOU Santee Metal Works for Custom Built Track!**

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**SANTEE METAL WORKS, LLC**

**Quality is our first priority**



# 2024 COMPETITOR SCORECARD

#:	NAME:				
GAME	ROUND 1	ROUND 2	ROUND 3	TOTAL TIME	JUDGE INITIALS
Balance the Scales					
Memory					
Plank Puzzle					
Keys to Win					
Plinko					
Plunger Toss					
<b>RACE CAR</b> <i>Judge to stamp each box as contestant advances in head to head competition</i>	ROUND 1 ADVANCE	ROUND 2 ADVANCE	ROUND 3 ADVANCE	ROUND 4 ADVANCE	ROUND 5 ADVANCE
	ROUND 6 ADVANCE	ROUND 7 ADVANCE	ROUND 8 ADVANCE	ROUND 9 ADVANCE	ROUND 10

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