



Rules

- 1. Each contestant must enter all individual challenges to be considered for the Maintenance Mayhem Championship**
 - 2. There will be no practice runs before the event.**
 - 3. After each contestant completes all challenges, he or she will be able to use one “callback” or do-over.**
 - 4. The contestant will decide which challenge they would like to try again.**
- Once the participant has elected to try again, the new score will be permanent regardless of a higher or lower score. So, choose wisely!**

Games

1. All games are timed to determine the fastest competitor in each game and overall.
2. The times of all four competitions will be added up, which will be the competitor's final score.
3. We will have 1st, 2nd, and 3rd place winners for the individual skills contest. For the Derby car contest, we will have the fastest derby car winner and a people's choice award. This award is given to the maintenance professional who best uses shop parts to create a derby car.

Timers

1. Participants are judged on their position when starting or stopping the timer touchpad; both hands must be facing down on the touchpad, with the participant standing in front of the touchpad at the end of the table and not on any side of the table
2. If a participant stops the timer and accidentally shuts it off, erasing the time, the participant will have to redo the game and use their callback.
3. If a timer touchpad is reset and/or the participant'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 championship qualifying process.

Judges

1. The game judge has the authority to apply a callback and certify that all game completion requirements have been met.
2. Judges are responsible for resetting the game and the time between participants.
3. 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. The event referee is the on-site authority on all questions of game conduct. The decision of the event official is final.
5. An event official who cannot make a ruling shall contact Travis Everett/Barry Raines, who will make a final decision.



Water Heater Challenge

MAINTENANCE



Competition Instructions

1. Start at the Timer Station

- Place both hands on the timer until you are ready
- Lift both hands to start the clock

2. Initial Setup

- Pick up the new water heater from the starting area tote
- Move to the work area on the right side of the table

3. Complete the Following Tasks (in Any Sequence):

- Remove the Old Water Heater
- Turn off both hot and cold-water supply valves
- Disconnect the hot and cold-water supply lines
- Remove the old water heater and place it in the tote
- Install the New Water Heater
- Position and connect the hot and cold supply lines
- Open the cold-water supply valve
- Open the hot water handle on the faucet to allow trapped air to escape and prevent dry fire
- Turn on the power to the water heater using the circuit breaker

4. Wrap-Up

- Return the old water heater in the tote to the starting area beyond the checkered line
- Place both hands on the timer to stop the clock

Judge Inspection Criteria

To certify the time, the judge must confirm:

- Hot and cold lines are correctly connected to the new water heater
- Cold-water valve is open
- Hot faucet handle is open (air purge complete)
- Circuit breaker is in the ON position
- Old water heater is returned past the checkered line
- Hands returned to the timer to stop the clock



Callback Penalty: A callback will be applied if any of the above requirements are missed. The competitor must correct the issue before their time is certified.

****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.**



ICE Maker Challenge

Competition Instructions

1. Start at the Timer Station

- Place both hands on the timer until you are ready
- Lift both hands to start the clock

2. Initial Setup

- Pick up both the icemaker and the water valve with the inlet tube from the tote
- Move to the work area on the right side of the table

3. Complete the Following Tasks (in Any Sequence):

- Mount the Icemaker
- Hang the unit on both bolts inside the display
- Lift the icemaker's wire signal arm to the off position
- Install the Water Valve
- Mount the water valve into the rear panel
- Push the water inlet tube through the rear panel to the icemaker

4. Wrap-Up

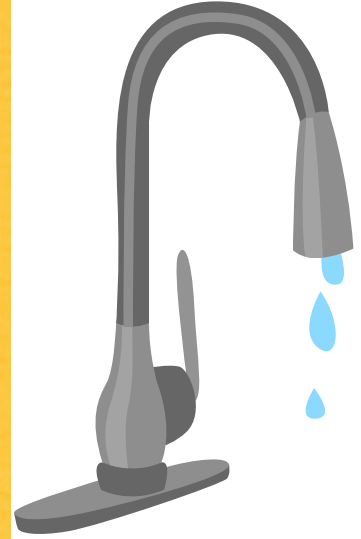
- Place the tote with any unused or old parts (if applicable) back in the starting area beyond the checkered line
- Place both hands on the timer to stop the clock

Judge Inspection Criteria

To certify the time, the judge must confirm:

- Icemaker is securely mounted on both bolts
- Wire arm is down into the on position
- Water valve is correctly mounted in the rear panel
- Inlet tube is properly fed through to the icemaker
- Tote is returned past the checkered line
- Time was stopped by placing both hands on the time

 **Callback Penalty:** Any missed step will result in a callback. The competitor must fix the issue before their time is certified.



Kitchen Faucet Challenge

MAINTENANCE



Competition Instructions

1. Start at the Timer Station

- Place both hands on the timer until you are ready
- Lift both hands to start the clock

2. Initial Setup

- Pick up the new kitchen faucet from the tote
- Move to the work area on the right side of the table

3. Complete the Following Tasks (in Any Sequence):

- Disconnect & Remove the Old Faucet
- Turn off both hot and cold water supply valves
- Disconnect supply lines
- Remove mounting nuts from under the sink
- Lift out the old faucet and place it in the tote
- Install the New Faucet
- Feed the new faucet through the mounting hole
- Secure it with mounting hardware
- Place supply lines in ball valves
- Turn both water valves back to the "on" position
- Test Functionality
- Turn on the faucet handle to confirm water flow

4. Wrap-Up

- Place old faucet and any removed parts into the tote
- Return the tote to the starting area beyond the checkered line
- Place both hands on the timer to stop the clock

Judge Inspection Criteria

To certify the time, the judge must confirm:

- Old faucet is entirely removed and placed in tote
- New faucet is securely mounted and aligned
- Hot and cold lines are in ball valves and valves are open
- Tote is returned to the starting area beyond the checkered line
- Hands returned to the timer to stop the clock

 **Callback Penalty:** Any missed step or leak will result in a callback. The competitor must fix the issue before their time is certified.



Smoke Detector Challenge

MAINTENANCE



Competition Instructions

1. Start at the Timer Station

- Place both hands on the timer until you are ready
- Lift both hands to start the clock

2. Initial Setup

- Place both:
 - A sealed battery smoke alarm
 - A combo smoke & carbon monoxide alarm into the tote

3. Move to the work area and complete the following (in any order):

- Open the Slimline KeySafe® (Combo: 1-2-3-4) and place faceplate in tote
- Remove the old smoke alarm and place it in the tote
- Install the sealed battery smoke alarm (ceiling plate)
- Press test button (listen for full alarm after 10 seconds)
- Install the combo smoke/CO alarm

Judge Inspection Criteria

To certify the time, the judge must confirm:

- Alarms are mounted correctly and fully engaged
- Sealed battery smoke alarm produced a full alarm after test
- Tote with old parts and KeySafe® faceplate is back past the checkered line



Callback Penalty: Missed a step? A callback will be applied, and your time will not count until all requirements are met.



Competition Instructions

1. Start at the Timer Station

- Place both hands on the timer until you are ready
- Lift both hands to start the clock

2. Initial Setup

- Pick up resident key & move to the right side of the table work area
 - Lock Key Control deadbolt with resident key

3. Return to starting area & switch resident key for control key:

- Rotate the deadbolt faceplate with the rotation tool to expose the control cylinder (top).
- Unlock, then immediately lock, the deadbolt
- Rotate the deadbolt faceplate back to expose the resident cylinder (bottom) with the rotation tool
- Place the rotation tool anywhere on the black base of the game display
- Return the control key to the starting area beyond the checkered line on the table

4. Place both hands on timer to stop the time

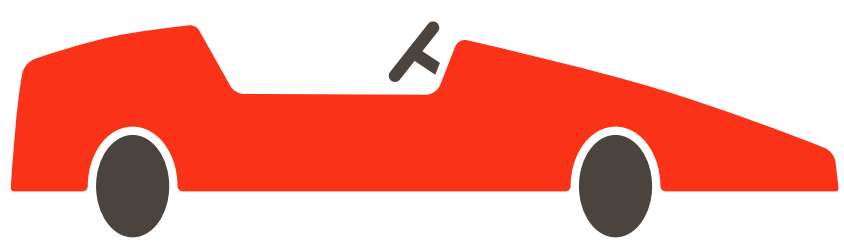
Judge Inspection Criteria

To certify the time, the judge must confirm:

- The deadbolt is locked with the resident key
- The deadbolt is unlocked & 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



Callback Penalty: Missed a step? A callback will be applied, and your time will not count until all requirements are met.



Derby Car Rules

MAINTENANCE



Race Car Competition

1. The cars will race down a Pinewood Derby style racetrack with two lanes.
2. Automatic timers are installed on the track to ensure accurate timing.
3. The sidewalls extend 1/2" above each lane.

Race Car Check-In Requirements

1. Each contestant must build a race car individually. The three fastest Upperstate Association cars will move on to the championship.
2. Competitors are all allowed to conduct 3 trial runs on the track prior to the official competition to adjust their alignment.
3. Once car testing is complete the check-in process begins.
4. All cars are to be measured and weighed and must conform to the following specifications:
 - ***Length – maximum 16"***
 - ***Width – maximum 6"***
 - ***Height – maximum 6"***
 - ***Weight – maximum 24 ounces***
 - ***Race cars can only be gravity powered***
 - ***Race cars must use at least three maintenance supply materials (wood does not count)***
 - ***Approved Upperstate competition wheels must be used.***
5. Race cars that pass the check-in process are placed in quarantine.
6. Make sure the race car is not tampered with after the check-in is complete.
7. Race cars that do not meet the size, power or material specifications will be disqualified. USAA Championship Qualifying participants will receive a total time of 20 seconds for the race car event if their car does not qualify.

Race Car Competition Completion Requirements

1. Competitors race cars twice, once in each lane.
2. The car crosses the finish line under its own power; otherwise, it receives a total time of 10 seconds for that run.
3. Total event time is the total time of the two runs

There are 2 Derby Car winners:

1. Fastest Car
2. People's Choice-attendees vote for the car that most creatively uses maintenance shop parts