

# WHACK-A-MOLE

## RULES:

- Must be 14 years of age or older.
- Helmets, goggles, and safety gear are required.
- All participants must have completed a waiver, registered, and attend the driver's meeting.
- Each team of 2 starts in a separate location at a stand still in bounds. Once the round begins, teams attempt to pop other team's balloons while avoiding getting their team balloon popped.
- Only the official, approved "wackers" provided by the course official may be used as a weapon to pop opposing player's balloons
- A balloon popped, for any reason, eliminates the team from the competition.
  - Teams with popped balloons must exit the arena as quickly and safely as possible.
- Teams must remain inside the race area – delineated by the cones.
- The step-up jump / obstacle is out of bounds
  - Any team caught "out of bounds" is eliminated / DQ'd.
  - Out of bounds is determined by the course officials.
- Players must remain on their ATV.
  - If a player leaves their ATV, for any reason, they cannot pop any opposing players balloons until they are mounted on their ATV again.
- The last team standing in the final round, with their balloon still inflated, is the champion.
- If you have a safety concern, a team can signal for a time out by raising both arms in the air.
- Teams may be disqualified for violating rules, at the sole discretion of the officials.
- **Be Safe and Have Fun!**

## DIVISIONS:

- Less than 8 teams:
  - If we have less than 8, there will only be a single match / round for the prize money – last team standing (unpopped balloon) wins all.
  - There will be an extra non-competitive round after the champion is crowned.
- 8-12 Teams:
  - 2 divisions
  - Final 2 teams from each divisional round advance to the championship – 4 teams in the championship round.
  - 3 rounds total
- 13-14 Teams:
  - 2 divisions

- o Final 3 teams from each divisional round advance to the championship – 6 teams in the championship round.
- o 3 rounds total
- 15+ teams:
  - o 3 divisions
  - o Final 2 teams from each division will advance to the championship – 6 teams in the championship round.
  - o 4 rounds total

## **HEAD-TO-HEAD RACECOURSE**

### **RULES:**

- Helmets, goggles, and safety gear are required.
- OHVs / UTVs / Side-by-Sides with roll cages only.
- All participants must have completed a waiver, registered, and attend the driver's meeting.
- There are two divisions: turbo and non-turbo.
  - o Participants must correctly self-identify their machine at registration.
  - o A machine is considered "turbo'd" if it has any type or amount of turbochargers integrated in their machine's engine.
- Each race will consist of two competitors in timed head-to-head competitions.
- The player who completes the course first wins, unless their time plus penalties is greater than their competitor's time (plus any penalties).
  - o Knocking over a cone, barrel, or other obstacle is a +5 second penalty.
    - Touching an obstacle is not a penalty.
  - o Premature start / breaking the start barrier is a +10 second penalty.
  - o Missing or avoiding an obstacle is a +10 second penalty.
  - o Missing more than one obstacle is an automatic disqualification.
- Time does not stop until the player finishes an entire and complete loop around the finish line cone.
- The tournament is double elimination.
- Competitors will be matched at random, as determined during registration.
- Seeding will be assigned in the order of registration.
- The winner of each head-to-head round will advance in the tournament.
- In the event of a close call / tie, the tie breaker is the best time, based on the sole discretion of the time keepers / course officials.
- Must be 14 years of age or older.
  - o Youth participants, 13 and younger, will participate in a non-competitive youth division.
  - o The youth tournament is single elimination.
- Players must remain inside their OHV. If a player rolls their machine or otherwise becomes inoperable and cannot complete the race, they are DQ'd

- If both competitors become DQ'd or cannot complete the course, for any reason, the player completing the most of the course advances.
- If you have a safety concern, any competitor can stop action until the concern is resolved.
- Teams may be disqualified for violating rules, at the sole discretion of the officials.
- **Be Safe and Have Fun!**

### **TOURNAMENT BRACKETS:**

*Follow the action and check the brackets as they are updated LIVE online:*

#### **Turbo Division:**

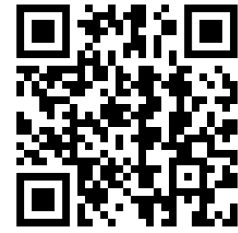
[challonge.com/rockmageddon23turbo](http://challonge.com/rockmageddon23turbo)

#### **Non-Turbo Division:**

[challonge.com/rockmageddon23](http://challonge.com/rockmageddon23)

#### **Youth Division:**

[challonge.com/rockmageddon23youth](http://challonge.com/rockmageddon23youth)



## OBSTACLE COURSE

- The Obstacle Course is non-competitive and is at your own risk.
- Course speed limit is 10 mph.
- Anyone participating on the obstacle course must complete a waiver first and have a wristband.
- Drive carefully when entering / exiting the course, and always watch out for other drivers, vehicles, and pedestrians.
- Only one vehicle is permitted on the obstacle course at a time.
- The obstacle course is one-way only. Do not attempt to drive over any obstacle in other directions or approaches.
- Drivers may be suspended at any time, without notice, by event officials for violating rules or proper safety procedures and expectations.
- **Be Safe and Have Fun!**

