

Funkhana Participant Instructions

* * FUN! * * SKILL! * * EXCITEMENT! * * HIGHEST SCORE WINS! * *

0. **Registration**

Verify your name and registration number on the *Funkhana Registration* sheet for your vehicle. The Liability Clause at the bottom of the 2022 – Springfest registration form is valid for this event. Though this is a timed event the accuracy at each station counts more than the total time on the course. It's your choice as to which you feel is more important.

1. **Roll the Dice** (2 to 12 points maximum bonus)

Ring the Bell to start the clock. Then **roll the dice** to get your bonus points and pick up a container of 5 balls, for the **Jug Toss**. Call out your bonus score. Get in vehicle, start engine and proceed onto the course to **Stop-On-A-Dime**.

2. **Stop-On-A-Dime** (0 to 15 points maximum)

Stop with your right front tire directly over the dime on the pavement and **Toot** your horn. The location of the dime is identified with a bulls-eye and cross hair lines. You get 15 points if you stop "dead center." The more accurate you are, the higher your score. Head on to the **Tire Change**.

3. **Tire Change:** (0 to 25 points maximum)

Park your vehicle at the stop line, **set the brake**, and **turn engine off**, get out and get chocks at the station and **CHOCK ONE WHEEL**. Then, change the tire on the mock-up axle stand with the one on the ground. You will be judged to see that you safely parked your vehicle, properly installed and securely tightened (to 20 ft. pounds or more) the lug nuts. 5 points will be deducted for each lug nut left "loose" and 10 points for not safely parking your vehicle. Only three lug nuts will be used on the stand. With vehicle still parked, walk to the **Fanbelt Toss**.

4. **Fanbelt Toss** (0 to 15 points maximum)

Stand behind the line and throw the fan belts over the cones. You get 5 points for each "ringer." Close isn't good enough in this game, "leaners" don't count. As soon as you get three ringers or exhaust your belt supply (5 belts), go back to your vehicle, remove the **CHOCKS** and put them back at the **Tire Change** station. You lose 10 points if you try and drive away without removing the **CHOCKS**. Get back in vehicle, start engine and continue to the **Jug Toss**.

5. **Jug Toss** (0 to 15 points maximum)

Pull up next to curb by the 'Vair jugs and stop. Use the container of balls you picked up at the registration table. Toss or drop them out the driver's side window (remain sitting) and try to land them in the 'Vair jugs. You get 5 points for each sinker (up to three) that you get into a jug. Continue to **Pocket Turn**.

6. **Pocket Turn** (0 to 15 points maximum)

Pull up past the pocket, back in, then pull out. It is like using a driveway to turn around on the street! You start with a score of 15, reduced by knocking into cones on either side or the rear of your vehicle. Right, left, or rear collisions will cost you 5 points each. Continue to **Run The Blocks**.

7. **Run the Blocks:** (0 to 20 points maximum)

All you have to do here is drive your right side wheels between the rows of blocks. Both **FRONT** and **BACK** wheels must run between the blocks. 5 points will be deducted for each block you run over. Continue to **Parallel Park**.

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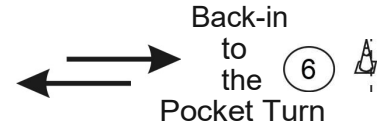
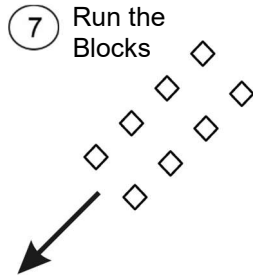
8. **Parallel Park** (0 to 15 points maximum)
Pull up to your open parking space and parallel park. Do not hit the cones and park so your vehicle is within 15 inches of the “curb”. **Toot** your horn when parked, then pull out of your parking spot without hitting any cones and head to the **Garage Stop**. Start with a score of 15 points, reduced by knocking into the cones representing parked cars, or being more than 15 inches away from the “curb” (or on it).
9. **Garage Stop** (0 to 10 points maximum)
Pull into the "garage", stopping as close as you can to the jug without knocking it off. Park, set parking brake, turn engine off, get out and **Ring the Bell** to stop the clock. From a “perfect 10”, you will be deducted one half-point for each inch measured from the center of your bumper to the jug. Knocking the jug off is a 10 point deduction.
10. **Time Bonus** (0 or 5 points)
The Funkhana chairman will establish a nominal time in which the course can be run. This time will be posted at the start of the course. If you finish at or before this time, you will be rewarded with a 5 point bonus.

Note: During the Funkhana you will be required to stop your vehicle and get out. In all cases use due caution, apply the parking brake, and shut off your engine. **Failure to do so will cost you points!**

*** FUN! SKILL! EXCITEMENT! * Perfect Score is 147 points ***

Funkhana Layout

Fun!
Skill .



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Jug Toss

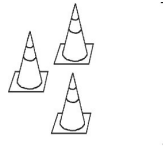
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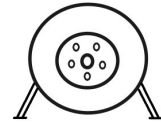
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Parallel Park

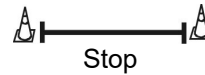
Fanbelt Toss



Tire Change



Spare



② Stop on a Dime

⑨ Garage Stop

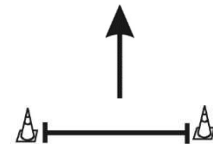


Ring the Bell

Roll the Dice



Ring the Bell



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@ Register !