



PARTICIPANT RULEBOOK

Presented By



Presenting Sponsor



PROGRAM RULES

1. Participation

- 1.1. Participants are required to be a maintenance staff member or employed by an industry member in good standing with the National Apartment Association or an affiliated local, regional or state Apartment Association to compete at local and national events.
- 1.2. Individuals are not allowed to compete in more than one Maintenance Mania event per competition year.
- 1.3. Participant substitution is cause for disqualification.
- 1.4. Participants must sign a Liability Waiver to compete in the games.
- 1.5. External* participants can attend a local event at the invitation of the host Apartment Association. This allows a participant to qualify for a Wild Card Finalist position.

2. Games

- 2.1. Participants build their race cars prior to the event.
- 2.2. All games are timed to determine the fastest competitor in each game and overall.
- 2.3. Participants must complete all games and the car race to qualify for the overall event category.

3. Timers

- 3.1. Participants are not judged on their position when starting or stopping the timer touch pad; but both hands must be used.
- 3.2. If participant lunges over the table to stop the timer and accidentally shuts it off they will have to redo the game and will use up their second chance.

4. Judges

- 4.1. The game judge has the authority to certify that all game completion requirements have been met; and the authority to apply a callback.
- 4.2. Participants can request a review of a game judge's interpretation of the game completion requirements by the event referee.
- 4.3. The event referee is the onsite authority on all questions of game conduct. The decision of the event referee is final.
- 4.4. An event referee who cannot make a ruling shall contact a representative of the Maintenance Mania Executive Committee who will make a final decision.
- 4.5. A game station may be stopped or suspended at any time the event referee decides it is necessary or appropriate.

5. Scorekeeping

- 5.1. First chance is the time it takes the participant from the start of the timer to complete the game requirements and return to stop the timer.
- 5.2. A callback is the additional time it takes the participant from the restart of the timer to correct an omission or error identified by the game judge and return to stop the timer.

- 5.3. Each participant has one second chance to redo any one game to improve their time. The lowest of the recorded times will be used as the official time.

6. National Championship

- 6.1. Participants must win the overall first, second, or third place at the local event in order to be considered for a National Championship Finalist position.
- 6.2. The participant with the fastest combined time in each of the 10 NAA regions qualifies as the Regional Finalist.
- 6.3. The 10 Wild Card Finalists are selected from the top twenty fastest combined times across all NAA regions after the Regional Finalists are determined.
- 6.4. Participants can request to compete at another association's event if it is not possible to attend their local event. The Executive Committee will review the request with the selected association; if the association allows an external participant to compete the participant can only qualify for a Wild Card Finalist position.

7. Rulebook

- 7.1. This rulebook is meant to provide guidelines for the program but any unforeseen situation will be addressed by the Maintenance Mania Executive Committee.

*Participants are considered External when they are not members or employed by members of the association hosting the event.

GAME RULES

Fluidmaster Dual Flush Retrofit

Competition Instructions

1. Start at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Place the fill valve and dual flush valve into the tote.
4. Move to the right (counterclockwise) to the work area.
5. Complete the following in any order:
 - Unthread water supply line from the fill valve shank on the bottom of the tank
 - Unscrew locknut from the bottom of the tank to remove fill valve
 - Install new fill valve by placing unit in tank and threading locknut far enough to keep unit upright
 - Reconnect water supply line (connector) to fill valve shank
 - Remove old tank lever
 - Remove old flush valve
 - Installs dual flush valve with locknut and slides handle lever in the tank slot
6. Place the old parts in the tote and return the tote to the starting position.
7. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- The fill valve is upright and secured by the locknut.
- The water supply line is attached to the fill valve shank.
- The dual flush valve is upright and secured by the locknut.
- The handle lever is slid into the tank slot with the handle on one side and the locknut on the other.
- The tote with the old components is placed in its starting position.

A callback will be applied if any of the above requirements are not completed on the first pass.

GE Appliance Repair

Competition Instructions

1. Start at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Place the new drip pans and heating elements into the tote.
4. Move to the right (counterclockwise) to the work area.
5. Remove one large and one small heating element and drip pans from the front of the range.
6. Install one large and one small new drip pan into the recess in the cook top making sure the opening in the pan lines up with the element terminal.
7. Insert the terminals of the new large and small heating elements through the opening in the drip pan and into the element terminal block.
8. Place the old parts in the tote and return the tote to the starting position.
9. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- One large and one small drip pan are installed correctly.
- One large and one small heating element are installed correctly.
- The heating element and the drip pan notch are aligned on both large and small.
- The tote with the old components is placed in its starting position.

A callback will be applied if any of the above requirements are not completed on the first pass.

Kidde Fire & CO Safety Installation

Competition Instructions

1. Start at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Install the battery in the smoke alarm set on the table.
4. Place the new smoke alarm with battery and new carbon monoxide alarm into the tote.
5. Move to the right (counterclockwise) to the work area.
6. Complete the following in any sequence:
 - Step up on the stool, remove the old smoke alarm and place it into the tote (At least one foot must be on the stool during this action)
 - Install the new alarm by attaching it to the existing base plate and locking in the alarm.
 - Ensure the alarm is working by pressing the test button until the alarm sounds.
 - Remove the old carbon monoxide alarm from socket on post and place it into tote
 - Plug in the new carbon monoxide alarm into the socket on the post.
7. Place the old parts in the tote and return the tote to the starting position.
8. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- The new smoke alarm and new carbon monoxide alarms are correctly installed.
- The smoke alarm sounded after the test button was pushed.
- The tote with the old components is placed in its starting position.

A callback will be applied if any of the above requirements are not completed on the first pass.

Kwikset Key Control Deadbolt Test

Competition Instructions

1. Start at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Pick up the Resident Key and move to the right (counterclockwise) to the work area.
4. Lock the Key Control Deadbolt with the Resident Key.
5. Return to the start area and switch the Resident Key for the Control Key.
6. Rotate the deadbolt cover clockwise to expose the Control cylinder.
7. Unlock then immediately re-lock the deadbolt.
8. Rotate the deadbolt cover back to expose the Resident cylinder (bottom).
9. Return the Control Key to the starting position.
10. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- The deadbolt is locked with the Resident Key.
- The deadbolt is unlocked and locked with the Control Key.
- The deadbolt cover is turned back to expose the resident cylinder (bottom).

A callback will be applied if any of the above requirements are not completed on the first pass.

Pfister Faucet Repair

Competition Instructions

1. Start at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Pick up the new hot and cold cartridges and move to the right (counterclockwise) to the work area.
4. Remove both faucet handles.
5. Unthread the locknuts to remove the old hot and cold cartridges.
6. Install the new hot and cold cartridges then replace the locknuts.
7. Replace both faucet handles and make sure they turn in correctly.
8. Pick up the old parts and return them to the starting position.
9. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- The hot and cold cartridges are replaced and installed correctly.
- The hot and cold faucet handles turn in correctly.
- The old cartridges are returned to the starting position.

A callback will be applied if any of the above requirements are not completed on the first pass.

Philips Advance Lamp & Ballast Retrofit

Competition Instructions

1. Start at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Place the new ballast into the tote.
4. Move to the right (counterclockwise) to the work area.
5. Remove two T12 lamps by pulling straight up from socket and placing behind lamp fixture.
6. Remove old ballast.
7. Mount new ballast between black bars inside fixture.
8. Make the following electrical connections correctly and secure with the wire nuts supplied in the tote:
 - a. Blue + Blue
 - b. Blue + Blue
 - c. Red + Red
9. Pick up two new T8 lamps from behind the lamp fixture and slide them into the lamp fixture sockets.
10. Place the old parts in the tote and return the tote to the starting position.
11. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

- The ballast is replaced and the three electrical connections are made correctly.
- The lamps are replaced and installed correctly.
- Dropped wire nuts do not have to be picked up by participant before stopping timer; limited to the 10 in the tote.
- The tote with the old components and extra wire nuts is placed in its starting position.

A callback will be applied if any of the above requirements are not completed on the first pass.

Seasons Ceiling Fan Installation

Competition Instructions

1. Start at the end of the table with both hands placed on the timer until the light turns green.
2. Start the time by taking both hands off the timer.
3. Place the fan blades, lock plates and glass shade into tote.
4. Move to the right (counterclockwise) to the work area.
5. Complete the following in any sequence:
 - Attach three fan blades, each with a plastic lock plate.
 - Install one glass shade
6. Return the tote to the starting position.
7. Place both hands on the timer to stop the time.

Judge Inspection

The judge will review the following requirements to certify the game was completed successfully:

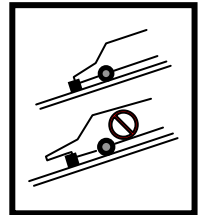
- Three fan blades are correctly attached and locked in place.
- The glass shade is correctly mounted.

A callback will be applied if any of the above requirements are not completed on the first pass.

Motorola & Niagara Conservation Race Car Competition

Car Requirements

1. Competitors must build a race car individually.
2. All cars must conform to the following specifications:
 - Length – maximum 18". Cars cannot extend beyond, over or above the start gate pin (Pin is 1.5" high). A 1/2" wide bumper in the center of the car both on the front and the back is required to make contact with the pin. See illustration.
 - Width – maximum 6"
 - Height – maximum 6"
 - Weight – maximum 1lb 8oz
 - Race cars can only be gravity powered
 - Race cars must use at least three maintenance supply parts (wood does not count)
 - Approved competition wheels must be used (2 large and 2 small)
3. Participants that do not enter a car cannot win the overall event.



Judge Inspection

The judge will review the following requirements to certify the car meets the requirements:

- Cars are under the size and weight limit
- Three maintenance parts are used, not including wood.

A 20 second race time will be applied if any of the requirements are not met at check-in.

Competition Instructions

1. Test the car on the track to make final adjustments before check-in.
2. Check-in your car with a Race Judge.
3. Race cars that Pass the check-in process are placed in quarantine and can no longer be tested or tampered with.
4. Race cars that Fail the check-in process receive a total time of 20 seconds for the race car competition. A Race Judge will mark the time on your Score Card and in the Scorekeeping System. Your car will not be allowed to race.
5. Participants will be called up to the race track by their number.
6. Cars are raced twice, once down each lane.
7. In the event the car does not cross the finish line under its own power a time of 10 seconds will be marked for each incomplete run.
8. Total competition time is the sum of the two runs.