

## Participants

1. Participants are required to be technicians who spend a minimum of 32 hours of the work week in the field. Must be employed by a PBACCA member in good standing.
2. Active participants are not permitted to be included or involved in the equipment setup, race car check-in, or judge training in any fashion.
3. Personal Conduct Policy-Substantiated claims of cheating, dishonesty, or impropriety as they relate to Contractor Challenge \* will result in a ban for the competitor. Any such claims must be brought to the attention of the Contractor Challenge committee for review and a determination.

## Competition

1. Participants build their race cars prior to the event.
2. All games are timed to determine the fastest competitor in each competition.
3. Participants must complete all competition and the car race to qualify for the overall event.
4. Participants may not be present in the competition area while the games are being set up.
5. If during an attempt at any competition, a competitor believes they have encountered an issue with damaged or missing equipment, the participant should complete the game and properly stop the timer. Before the score is confirmed by the participant and submitted by the competition judge, the participant is to bring the issue to the attention of the judge and/or event official. If the judge cannot make a ruling, the event official should be consulted for a ruling. If the event official determines there is an issue found by the equipment, the issue should be resolved and the participant should be allowed another attempt. If there is no issue found by the event official, the participant's score on the initial attempt should be submitted by the judge.

## Judges

1. The game judge has the authority to apply a callback and certify that all competition completion requirements have been met.
2. Judges are solely responsible for resetting the competition and timer between participants.