

GENERAL RULES FOR MILK DAYS BED RACES

The preliminary race will be held Wednesday May 27th. Final races will be held on Wednesday June 3rd, 2015. There will be four categories consisting of: Women, Men, Over 30 & Mixed. All participants must be at least 17 years of age.

Categories

Women – 5 women or 4 women and 1 man with the man riding the bed at all times.

Men – 5 men or 4 men and 1 woman

Mixed – Any 3-2 combination (3 men, 2 women OR 3 women, 2 men)

Over 30 – All participants must be over the age of 30.

To Start the Race:

All contestants must be on the same side of the bed. No contestant may be touching any part of the bed or linens. At the start of the race, all contestants must put on the pajamas.

The pillowcase must be at least $\frac{3}{4}$ on the pillow. The fitted sheet must be all the way over each corner. The person riding the bed must be on the bed with the pillow before the bed can move from its starting position.

The pillowcase must be completely on before the first obstacle stop.

Pajamas must be worn at ALL times until the conclusion of the race is over.

Pajama Category

The team that creates their own pajamas (must be worn at all times of the race) will be judged by 3 Milk Days Board Members. The team that wins in each category (only one team will win) will receive an additional Bonus to their overall time. This will only be judged on the night of the finals. Pajamas must either consist of a one piece dress type, or two piece pants and tops (hats could be included as well). If a team elects not to participate in this event, then the traditional Milk Days Bed Races Pajamas will be used.

During the Course of the Race:

At each stop, the bed must be at a full stop until the event is completed. The bed rider must be the person doing all of the obstacles. Bed riders may alternate at this time, except for the four women-one man team.

One person must be on the bed for the bed to move.

Tentative Obstacles (Subject to change by the Bed Races Committee)

1. Feed the Cow – Push the bed to the barricade and stop on the “X.” One runner will go to the hayloft and get the water balloons. Two runners will set up a water line between the bed and hayloft, while the fourth runner will go get the cow. First runner will toss one balloon down the water line, the last runner will toss the balloon to the rider on the bed. The rider on the bed will try to toss the balloon through the cow’s mouth. (BIG BONUS!) After all balloons are tossed, return to the bed and continue to the next obstacle.

2. Harvard Cornhole Toss – Push the bed to the very last parking spot on Ayer St. in the course and stop on the “X.” The Rider of the bed and another team member will go to the red “X’s” located next to the cornhole boards. Each of them will toss 4 cornhole bags AT THE SAME TIME. Bonus will be scored for each bag that goes through the hole, and bonus points will be scored for each bag that has landed on the boards. (no leaning bags) Once all 8 bags have been tossed, return to the bed, back out of the parking spot and continue to the next obstacle.

3. Around the Cones – Once you make the turn to head North on Ayer St, you will be met by 3 orange cones. Maneuver the bed through the cones with out touching or knocking them over with the bed or any member of the team. Touching or knocking over the cones will result in time being added to the overall time. Once through the cones, push the bed to the next “X” on the roadway for the next obstacle

4. Skip-It – Once the bed has stopped, the rider will run to the middle of the street and dig through the toy box to find the Skip-It rope. With the rope in hand, the rider will run back to the Skip It circle and have all members “skip” the rope 5 times. The team can not proceed until all members have jumped the rope 5 times. Once that is complete, return to the bed and proceed to the next obstacle

5. Fill 'Er Up – Bed rider must sit in chair and put the glass on top of his/her head. Bed pushers will run and grab the imitation udders, fill it with water and run over to the person holding the glass and gently squeeze or milk the teats to fill the cup. When water reaches the marked line, they will return to the bed and proceed.
6. Basket Fever – One runner will go behind the backboard and pass basketballs around to all of the other runners. When the ball gets to the bed rider (still on the bed), he/she will shoot the ball towards the basket. Continue until either a basket has been made or all four balls have been shot. If all 4 balls have been shot and none have made a basket, you will have a “redemption shot” to be made with the golden ball. Shoot and make the redemption shot and you will score a bonus. Back to the bed and proceed to the finish!
7. Final Around – Make the final turn around the cone (careful not to touch the cone!) and cross the finish line. Time will be stopped once the bed and ALL members of the team have crossed the finish line. Be careful to stop the bed right on spot!

Point System

This is a timed event. The team with the fastest time will be declared the winner of their category. The team with the best overall time will be crowned the overall team champion. The time will begin once the official race starter yells “GO!” and the clock will stop once the bed and ALL members of the team have crossed the finish line. That time will be the un-official time. The Official and Final time will be calculated with all of the bonus included. Bonus Times are as follows:

Feed The Cow Bonus – Minus 1 Second per balloon that is successfully thrown through the cow’s mouth.

Harvard Cornhole Toss Bonus – Minus 1 Second per bag left on the cornhole board. Minus 3 Seconds per bag that goes through the cornhole.

Around the Cones - Add 2 Seconds per cone that is knocked completely over. Add 1 Second per cone that is touched by either bed and/or team member

Skip-It – Add 5 seconds per jump that is not made by a team member.

Fill Er-Up – Add 2 seconds if bed leaves before water has passed the red line. Minus 2 seconds if water has passed the red line.

Basket Fever – Minus 4 Seconds for first shot made. Minus 2 Seconds for 2nd, 3rd or 4th shot made. Minus 3 Seconds for redemption gold ball made

Final Around - Add 2 Seconds if you knock the final cone completely over. Add 1Second if the cone is touched by either bed and/or team member

Pajama Bonus – Team that wins via judging will receive an additional 10 seconds off of total time

Add five (5) seconds if race is started and any member hasn’t put on Pajama’s correctly.

Add five (5) seconds if bed sheets were not put on correctly. Add two (2) seconds if pillowcase was not put on properly.

Add thirty (30) seconds to total time if any obstacle is skipped. Add fifteen (15) seconds if bed is not safely stopped at the finish line (On Final X)