

## **4. FUNKHANA**

### **4.1. WHAT IS A FUNKHANA**

Think of a Funkhana as a very low speed autocross-like event with the added features of a navigator to assist the driver and a variety of gimmicks that the driver and/or navigator must perform in order to successfully complete a run. The types of gimmicks that are included as parts of a timed run are only limited by the imagination of the Event Chairpersons as long as they are in good taste and done in the spirit of having fun (hence the name FUNKhana). A little friendly embarrassment of the entrants is okay and can make the Funkhana an exciting spectator event. The entrants may be required to start and stop the car, backup the car, turn the engine on and off, get in or out of the car, operate the seat belts and perform gimmicks in or out of the car while the car is stopped or in motion (safety first!). The gimmicks to be performed may require certain common physical or mental skills but should not favor entrants with a certain physical size/strength or occupation. The course should be set up as to not favor faster cars but rather to exercise the skills of the entrants.

### **4.2. RULES FOR SETTING UP A FUNKHANA**

#### **4.2.1. GENERAL SETUP**

1. All participants (entrants, workers, etc.) **MUST** sign an insurance waiver.
2. All children under twenty-one (21) years of age, or eighteen (18) where applicable, are the full responsibility of their parents and/or guardians.
3. Entrants, workers or spectators are not to litter the grounds.
4. In order for the Funkhana to be a Sanctioned Event for NCCC points, **THE USE OF A CORVETTE DURING EACH TIMED RUN IS A REQUIREMENT**. The use of a car is not a requirement of a Non-Sanctioned Funkhana such as the NCCC Convention Funkhana.
5. It is suggested that all cars be able to close exhausts to comply with local laws.
6. A copy of this Rulebook must be available at every event. Any additional rules set up by the Host Club must not conflict with any portion of these rules and must apply uniformly to all entrants.

#### **4.2.2. COURSE SETUP**

1. All spectators and unauthorized persons must keep outside a fifty (50) foot perimeter of the course.
2. No one in or on a wheeled vehicle is allowed on the course before or after an event except for designated practice runs for the entrants or the course checkers (non-entrants). Note: Special allowances such as wheel chairs may be made for the handicapped. Practice runs are at the option of the Event Chairperson.
3. The course **MUST** be setup so that there is **NO EXCESSIVE SPEED** by the cars.
4. The course should be setup so as not to provide a time advantage to teams using faster cars.
5. Courses **MUST** be laid out so that all cars can safely negotiate them.
6. Turns or corners **MUST** be clearly indicated with pylons or signs.
7. All course pylons **MUST** be marked by a line encircling the pylon.
8. The course layout **MUST** be the same for all entrants.
9. Timing equipment should be placed to prevent damage from an off-course car.

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10. There **MUST** be an official course map showing direction to be run, placement of pylons, start/finish line, gimmicks to be performed and any other pertinent information. Entrants should study this map to avoid going off course.
11. There **MUST** be sufficient workers to adequately cover all parts of the course.

### **4.2.3. ENTRANTS**

1. No driver or navigator may enter more than once for a timed run whether for points or not.
2. In a Funkhana, there is no limit to: the number of or types of two (2) person teams that may use the same car.
3. Once the first round is completed, entrants having to travel over two hundred (200) miles should be allowed to run early, if they are proceeding home after their runs.
4. A navigator **MUST** be used on all runs. Refer to Section 1.7.1. (Eligibility to Compete) of this Rulebook for age requirements.

### **4.2.4. OPERATION OF EVENT**

1. A Sanctioned Funkhana Event **MUST** offer a minimum of two runs to each team. The total number of runs offered for the day **MUST** be at least twice the total number of Sanctioned Funkhana Events.
2. It is recommended that events be run by class.
3. The course conditions **MUST** be substantially the same for all teams within a class. Some teams may be required to repeat a run due to changing conditions, such as a sudden rainstorm.
4. No visual or verbal instructions may be given to a team during their run except in an emergency or unless all teams receive the same instructions.
5. No one is allowed on the track/course with a car without wearing an approved helmet and seat belt (during practice runs or timed runs).
6. Displaced pylons and gimmicks will be replaced before the next team enters that portion of the course or they will be given a rerun. The only exception is: if a team encounters their own displaced pylon(s) they may not demand a rerun.
7. Cars **MUST** be rechecked for safety after an accident or off track excursion.
8. Except for clean-up, no one is allowed on the course after an event is over.
9. If entrants are required to get out of the car, the engine **MUST** be turned off prior to exiting the car. Seat belts **MUST** be fastened and signaled (hands up) prior to re-starting the engine.

### **4.2.5. TIMING**

1. Time **MUST** be posted for each team prior to their next run. These times could be unofficial at this point. Include DNF times if available.
2. In the event of any malfunction of the timing, except on a DNF, the team shall be allowed a complete restart without penalty.
3. The method of starting, timing, judging and scoring an event **MUST** remain constant throughout the event. Unless the teams are starting and stopping the timers themselves, in the absence of automatic electronic timers (using manual timers) three (3) stopwatches with 1/100 second graduations minimum must be used. The high and low times will be discarded with the middle time being used as the official time. It is recommend that the same individuals operate the timers for all teams for the entire run.

### **4.3. FUNKHANA WORKERS AND OFFICIALS**

All workers and officials should wear distinctive armbands, caps or other easily identifiable articles of apparel. Depending on the particular Sanctioned Event, all of the following listed officials may or may not be required. The National Convention Funkhana Events are required to use all of the following workers and officials:

1. Event Chairperson and Co-Chairperson: They must be NCCC members of the Host Club. The Chairperson, Co-Chairperson, or host region RCD or his proxy must be present at the event in order for the event to be held. The Chairperson and Co-Chairperson are the commanders of the event and are responsible for appointing officials to fill all positions necessary for organizing and running the event. They are to make all arrangements for insurance, emergency equipment, etc. They are NOT permitted to participate as entrants.
2. Chief Technical Inspector: He/she is to recruit a staff of technical inspectors to ensure that the cars are examined thoroughly and quickly as specified under Rulebook Section Funkhana Event Tech. He/she is responsible for ensuring that all competing cars comply with the requirements as set down. He/she is responsible for the affixing of a technical inspection passed sign and a number and class for all entrants on the car.
3. Starter: He/she is responsible for opening and closing the course between runs. He/she is responsible for cars entering the course for practice or timing. He/she MUST ensure that entrants are wearing required seat belts and/or harnesses, and helmets. He/she is to attend the Entrants Meeting and inform the entrants of any peculiarities of the course and explain the flag signals. He/she signals the start and completion of practice and timed laps. He/she is responsible for the change or relief of flag station personnel.
4. Course/corner workers: Two (2) at each manned corner recommended. They are responsible for overseeing and maintaining their assigned portion of the course. They shall report any penalties, replace any moved pylons or objects, maintain correct conditions of gimmicks, remove any debris on the track, red flag any cars that need to be stopped for safety reasons and assist any entrants/cars in distress.
5. Refer to Section 2.3. (Speed Event Workers and Officials) for the description of the following officials: Event Secretary, Paddock Marshal, Timekeeper, Scorer, Crowd Control Marshal.

### **4.4. SAFETY PROCEDURES**

#### **4.4.1. FLAG STATION EQUIPMENT**

All flag stations MUST be equipped as follows:

1. A communications system connecting with the central control station.
2. Control flags -- Green and Red flags as a minimum for Starter, Red flag as a minimum for corner workers.
3. ADEQUATE fire extinguishers, UL approved type, 10 BC minimum, at start, finish and on course at ALL manned corners. Fire Extinguishers are MANDATORY. The event WILL NOT run without them.
4. Course MUST be kept free of debris at all times.
5. It is recommended that there be two (2) people at each manned corner. Complete communications MUST be maintained at all times or the event will not be allowed to run.

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6. Corner workers will be placed in as conspicuous a place as possible while being safe for both the workers and the entrants.

### **4.4.2. PYLONS**

1. Pylons should be used to define the course and to prevent excessive speeds.
2. Pylons **MUST** be marked by a line encircling the pylon.

### **4.4.3. FLAG SIGNALS**

1. The safety of many people depends upon the instant obedience of flag signals. Competitors who do not obey flags will face disciplinary action.
2. Flag signals used to control NCCC Sanctioned Funkhana Events are as follows:  
GREEN -- Start of run, course is clear.  
RED -- Danger, stop at once in a safe position.  
WHITE -- One (1) lap to go.  
YELLOW -- Proceed with caution.

## **4.5. FUNKHANA ENTRANTS' REQUIREMENTS**

ANY PERSONS NOT COMPLYING WITH THE RULES LISTED BELOW ARE SUBJECT TO DISQUALIFICATION FROM PARTICIPATION AND THEIR CONDUCT WILL BE BROUGHT TO THE ATTENTION OF THE RCD.

1. At no time before an event is anyone allowed on the track for practice runs unless they have permission from the Starter and/or event Chairperson.
2. All vehicles entering, leaving, or driving on any of the access roads **MUST** obey posted speed signs. Where there are no signs, the speed limit is five (5) miles per hour.
3. All entrants **MUST** attend the Entrants Meeting.
4. When a team is **RED FLAGGED** during a run, they **MUST** stop at once in a safe position. If they fail to stop they will be disqualified from the event.
5. Any entrants who alter their car in any manner after Tech Inspection will face disqualification and forfeiture of their fees.
6. No one is allowed on the course without wearing a helmet and a seat belt during practice runs or timed runs.
7. No entrant is allowed on the track without official clearance from the Starter. When a driver is on the line, they **MUST** watch the Starter.
8. If a vehicle should have a malfunction while on the course, the team shall receive a DNF for that run.
9. Except for clean-up, no one is allowed on the course after an event is over.

## **4.6. FUNKHANA CLASSES**

The Groups and Classes defined in this Section are for entrants who are competing in Chevrolet Corvettes.

1. Class A -- Team consisting of a Man Driver and a Lady Navigator
2. Class B -- Team consisting of a Man Driver and a Man Navigator
3. Class C -- Team consisting of a Lady Driver and a Lady Navigator
4. Class D -- Team consisting of a Lady Driver and a Man Navigator

## 4.7. FUNKHANA EVENT TECH

1. The Tech Committee led by the Chief Technical Inspector is responsible for inspecting all competing vehicles.
2. All vehicles **MUST** pass a safety inspection prior to competing. Any vehicles judged unsafe by the Tech Committee **MUST NOT** be permitted to run. Entry fees **MUST** be refunded if the car fails to pass the inspection.
3. Upon passing inspection, a vehicle shall be marked with a visible check or sign, the vehicle number(s) and the class(es).
4. The vehicle number and class **MUST** be visible at all times on the vehicle. The number and class **MUST** be removed or covered at the end of the event(s).
5. Cars **MUST** be rechecked for safety after an accident or off track excursion.
6. Using NCCC Tech Inspection **Form 12.4.**, perform a Safety and Technical Inspection on all cars/equipment prior to them competing as follows:
  - A. Helmets
    1. Helmets are **REQUIRED FOR THE DRIVERS AND THE NAVIGATORS IN ALL CLASSES** at ALL Funkhana Events where a car is used.
    2. Helmets **MUST** be a SNELL Foundation approved helmet. See Speed Event Section, page 2-34 for date requirements later. The Chief Technical Inspector reserves the right to prohibit any helmet. It is the responsibility of the sponsoring Club to ensure that competitor's use only approved helmets.
    3. When a competitor owns his/her helmet, it is suggested that the driver's name, birth date, blood type, allergies, date of last tetanus and any other essential medical information be affixed to the back.
  - B. SHOES -- Entrants **MUST** wear shoes of closed construction (No sandals, etc.).
  - C. LOOSE OBJECTS -- All loose objects **MUST** be removed from the vehicles before they go through Tech Inspection.
  - D. Seat Belts
    1. All vehicles **MUST** be equipped with driver's and navigator's safety belts that can be quickly released under strain. It must be fastened in a manner to restrain the pelvic girdle at an angle of about forty-five (45) degrees too vertical. It is **MANDATORY** that seat belts have "metal to metal" buckles.
  - E. BRAKES -- Brakes will be checked for pedal travel, firmness and fluid level.
  - F. Tires
    1. Recaps, space saver and studded tires are not allowed for competition.
    2. Tires **MUST NOT** touch body or frame at any time.
    3. Tires **MUST NOT** have cords showing.
    4. Street tires **MUST** show visible evidence of an original manufacturer's tread pattern full circle of tire.
    5. Race tires **MUST** have visible wear indicators.
  - G. LUG NUTS and WHEEL STUDS
    1. **MUST** have all studs and lug nuts (none broken or missing) on each wheel.
    2. Wheel Shims are legal.
    3. Lug nuts **MUST** be tight and have a minimum of six (6) turns on stud.
  - H. FUEL and FUEL lines
    4. Fuel lines passing through the cockpit are not allowed.
    5. Mechanical fuel pressure gauges are not allowed in the cockpit.
    6. Plumbing and hardware for Nitrous Oxide injection is allowed if capped closed at Nitrous Oxide supply fitting. Nitrous Oxide supply **MUST** be removed from the car.
  - I. FIREWALLS -- All vehicles competing **MUST** have a solid sealed firewall.

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- J. **BLOWERS, SUPERCHARGERS and TURBOCHARGERS** -- Vehicles equipped with blowers or superchargers **MUST** have blower safety strap.
- K. **STEERING LOCK** -- Any Corvette that utilizes a 1969 or newer steering column shall be required to either have a steering lock cable on and functional (stock set-up is OK) or have the steering lock bypassed so that the steering will not lock when the key is shut off.

### **4.8. ENTRANTS MEETING**

- 1. An Entrants Meeting **MUST** be held before the event.
- 2. All competing entrants **MUST** attend.
- 3. The event Chairperson/Co-Chairperson should verify that all entrants and workers have signed the appropriate waivers.
- 4. The event Chairperson/Co-Chairperson is to explain any rules or circumstances peculiar to the course -- such as pylon penalties, etc.
- 5. The starter is to explain any peculiarities of the course, the flag signals, the class running order and the starting procedures.
- 6. Entrants shall be informed of the number of runs available. If the number changes, the entrants shall be informed prior to the start of the last scheduled run.
- 7. The method of breaking tie scores shall be announced at the Entrants Meeting.
- 8. A question/answer period should follow the Entrants Meeting.

### **4.9. PENALTIES**

- 1. Pylon penalties will be charged **ONLY** if a pylon is upset or if the base is moved completely outside its outline on the course during a timed lap. Pylon penalties should be between two (2) and five (5) seconds per pylon; for safety reasons or for protection of the timing equipment certain pylons may be designated as DNF.
- 2. Any pylon hit before the start or after the finish counts against the timed run.
- 3. The Event Chairperson(s) shall establish penalties as appropriate for gimmicks that are not executed correctly. The penalties may be added time or a DNF.
- 4. An entrant at an event held on a track (road course) will be scored as a DNF if they make a three wheel off-course deviation on a timed lap. There will be no penalty for less than three wheels off-course on a timed lap.
- 5. An entrant at an event where the course is defined by a series of pylons assembled into gates, chicanes, slaloms and etc. shall only be scored as a DNF if they do not complete the course features in the proper sequence. i.e. miss a gate, slalom, etc., go through a gate, slalom, etc. at the wrong time or in the wrong direction or do not perform the required gimmicks in the proper sequence and manner.

### **4.10. FUNKHANA SCORING**

- 1. A driver/navigator team **MUST** have an official timed run (DNF is acceptable) to receive points. A DNR does not count as an official run.
- 2. The scoreboard **MUST** list the entrant's name, number, class and unofficial corrected times and penalties. Entrants and spectators should not distract the scorer or timekeepers by asking for times.
- 3. Driver and Navigator will earn equal entrant points (their travel points may differ).

#### **4.11. AWARDS FOR FUNKHANAS**

1. Awards **MUST** be given to both the driver and the navigator (an Award set).
2. The minimum number of awards in each of the four (4) classes is:  
One (1) Award Set: One (1) to ten (10) cars  
Two (2) Award Sets: Eleven (11) to twenty (20) cars  
Continue Award Sets: One (1) set for every additional ten (10) cars

#### **4.12. PROTESTS**

1. See Section 9 of this Rulebook for procedures.

#### **4.13. ABBREVIATIONS**

1. See Speed Event Section abbreviations.

#### **4.14. TERMINOLOGY**

See Speed Event Section for additional applicable terminology.

**Gimmicks** -- Tasks to be performed by the driver and/or navigator during a timed run on a Funkhana course. Gimmicks can be things such as backing the car into a stall, breaking balloons, hoop toss, pushing a wheelbarrow or nearly any other devious ideas dreamed up by the Event Chairpersons.

#### **NOTES**