



# Awana Grand Prix - Highlands Community Church

Grand Prix car building workshop – Saturday, October 28, 2017

Car Registration/Check-in - Wednesday, November 1, 2017

Race Day – Saturday, November 4, 2017

## Rules, Regulations, Information

### GENERAL RULES:

- **Qualification:** All registered Awana clubbers (Cubbies, Sparks, T&T) may design, build and enter cars that are eligible to participate in the Awana Grand Prix. Parents, guardians, and siblings of Clubbers may also design, build and enter cars that are eligible to participate in the "Open" class of the Awana Grand Prix. Non-Clubbers not eligible for "Open" class may design, build, and enter a car in the "Exhibition" class, but will not be considered for the **RentMyTrack** Fastest Times list for this race. Only one car per person may be entered.
- **Competitor Categories:** The three classes of competition are: T&T, Sparks, and Open. Open class includes Cubbies as well as parents, guardians, and siblings of Clubbers. Trophies will be awarded for both Design excellence and Speed in each of these three classes. Exhibition class competitors can race their cars, but are not eligible for trophies.
- **Essential Materials:** All cars shall be constructed from the Official Awana Grand Prix car kits as sold by the HCC Awana Club or ordered from the Awana catalog. All cars must be "new work" and previously raced cars cannot be raced again. Construction on all cars must have begun after last year's Awana Grand Prix.
- **Inspection and Registration:** Clubbers must enter their own car and each car must pass a technical inspection before it may be registered and compete. Technical inspection and registration of cars must be complete on or before Car Registration/Check-in Day, which is the Wednesday Club night prior to Race Day. Cars cannot be submitted for registration or inspection on Race Day Saturday.
- **Failure to Pass Inspection:** The Inspection Committee shall disqualify cars which do not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his/her car did not pass. Cars may be modified and resubmitted for inspection up to the completion of the Car Registration/Check-in process on Club night.

- **Impound:** No car may be altered in any way after it has been registered. After a car passes inspection and is registered, it will be impounded and stored by the Awana Commander until Race Day. Clubbers can take possession of their cars again at the completion of racing on Race Day Saturday.
- **Car Design Rules Interpretation:** Interpretation of the rules described in this document is at the sole discretion of the Inspection Committee Judges present during the Registration and Inspection process.
- **Race Day Rules Interpretation:** On Race Day, the Clubber must take all questions of rules interpretations and procedures to the Awana Commander or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the Awana Commander. All decisions of the Awana Commander are final. Decisions of Race Officials on questions of fact (i.e. the results of a specific race) may not be appealed beyond the **RentMyTrack** engineer. **Note:** Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.

## RACE CAR DESIGN STANDARDS:

- **Material:** Cars shall be constructed from the parts contained in the Official Grand Prix Pinewood Derby Kit (referred to below as the kit) as sold by the HCC Awana Club. Materials from the kit may be supplemented, but not replaced.
- **Size:** Cars shall be no longer than 7 inches, nor wider than 2-3/4 (2.75) inches, as determined by the official gages during the Registration/Check-in. Underside clearance shall be at least 3/8 (0.375) inches. Inside wheel to wheel clearance shall be at least 1-3/4 (1.75) inches, so that the car will run on the race track lane guide rail. Height shall not exceed 4-3/4 inches or car will hit the finish line display. Adequate clearance is the responsibility of the race car builder.
- **Weight:** Cars shall weigh no more than five (5) ounces (142 grams) total weight as determined on the official scales during the pre-race inspection and Registration/Check-in. Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws, but not by "sticky substances", e.g. tape, or tack spray. Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, non-sticky, etc.
- **Wheels and Axles:** The car shall roll on the wheels and axles from the kit. The wheels shall turn about the axle pins from the kit. The axle pins shall be firmly affixed to the wood of the car body. It must be obvious to the judges that the wheels and the axles from the kit are being used. The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, or bearings.
- **Axle and Wheel Treatment:** Axles may be smoothed and polished as desired. Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass or in reducing the wheel width from the original kit wheels. Some of the original "tread marks" on the wheel face must remain intact, i.e. apparent to the inspector. Wheels

may not be machined to a beveled condition and the portion of the wheel surface that contacts the track must remain parallel to the axle.

- **Lubricants:** Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels/axles. Lubricants may not foul the track. In the interest of fairness, all lubrication must be done **prior to submittal of the car for impound** at Registration/Check-in on Wednesday before Race Day. **Lubricants cannot be applied on race day.**
- **Car Nose:** The center of the nose must be the most forward part of the car, allowing it to contact the track's start peg. If any part of the car protrudes past the start peg, the car will either be run backwards, or tape will be placed in the front, giving a flat surface to contact the start peg. The choice will be left up to the car builder if available.
- **Gravity Power Only:** The race car shall not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. Examples include sticky substances or protrusions on the front of the car which may catch on the starting peg. Other prohibited items include: magnets, heat sources, rockets, fans, or any device which may give momentum to the car.
- **Miscellaneous:** All paints and glues must be dry by Race Day. Note: Numbers (a small adhesive label) for identification and tracking on race day will be assigned and affixed to the upper back part of each car during pre-race Registration/Check-in.

## CONDUCT OF THE RACES:

Track officials (as assigned by the Awana Grand Prix Race Committee) are responsible for the proper conduct of the races.

- **Car Handling Responsibility:** On Race Day, the Clubber is not permitted to touch the car, unless repairs are needed. In the case of repairs, one of the judges will be present to watch the repairs to make sure no lubricant or extra weight is added.
- **Lane Assignment:** To equalize differences among track lanes, each heat will consist of a number of races equal to the number of cars running in that heat.
  - Cars will run 4 times, once in each lane during a round.
  - **RentMyTrack** uses an N-Perfect racing schedule, which attempts to randomize cars so they race against other opponents.
- **Car Leaves Lane:** If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with other cars, then the race will be called normally. If the car leaves its lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves its lane and interferes with another car, that car will be judged last place, and the race will be re-staged and re-run without that car.
- **Car Leaves Track:** If, during a race heat, a car leaves the track without interfering with another car, it shall be considered to have ended its heat at that point.

- **Car Repair (Without Fault):** If, during the race, a wheel falls off or the car becomes otherwise damaged, then the Clubber may, to the best of their ability perform repairs with the assistance of the Clubber's adult partner or Pit Crewmember. The Clubber will have 5 minutes for the repair, or whatever time the judge allows.
- **Car Repair (With Fault):** If a car is damaged due to track fault, or damage caused by another car or person, then the Trackmaster, at his sole discretion, may allow additional repair assistance to the Clubber.
- **No Finishers:** If, during a race heat, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
- **Track Fault:** If a car leaves its lane, at his sole discretion, the Trackmaster may inspect the track and, if a track fault is found which probably caused the initial violation, the Trackmaster may order the race heat to be rerun after the track is repaired.
- **The Race Area:** Only race officials may enter the track and pit areas. This rule will be strictly enforced.