



WORTHY DERBY™ OFFICIAL RACE RULES

GENERAL RULES

- 1. Qualification.** All registered Trailmen (youth) of Trail Life USA Troop FL-2327 who are registered through TroopTrack with Trail Life USA and who are in good standing with their troop (e.g., current on all troop financial obligations) may design, build, and enter cars in the WORTHY DERBY™ race.
- 2. Essential Materials.** All cars entered shall be constructed from the basic block, wheels, and axels provided by the troop from the PineCar® P4051 basic block kit. Additional kits may be obtained from the troop. This means no prefabricated, pre-cut car designs purchased from other kits.
- 3. Competitor Categories.** The Trailmen of Troop FL-2327 will compete against each other. The first, second, and third place winners will be honored. In addition, a Best-in-Show award will be presented to the Trailman whose car is recognized for visual design. All Trailman will also be recognized for their participation.
- 4. Attendance.** A Trailman MUST enter his own car. This means that the Trailman must be present at inspection and registration to enter his car and must be present for each race in which his car participates.
- 5. New Work.** Projects may not be started until after the official introduction meeting. All entries must begin work no earlier than the first meeting where the project is presented.
- 6. Single Entry per Person.** Only one car may be entered by any person in the WORTHY DERBY™.





7. Inspection and Registration. Each car must pass a technical inspection before it may compete.

The Inspection Committee shall disqualify any car that does not follow these rules. If a car fails inspection, the owner will be informed of the reason his car did not pass. A car that fails an initial inspection shall be returned to the owner for modification and may then be resubmitted for final inspection and registration. Cars MAY NOT be registered once his troop's first race has begun. No exceptions.

8. Impound. No car may be altered in any way after it is registered. After a car passes registration, it will be stored by the WORTHY DERBY™ Race Committee until completion of all races.

9. Car Design Rules Interpretation. Interpretation of the technical design requirements of these rules are at the sole discretion of the Inspection Committee.

10. Race Rules Interpretation. During the WORTHY DERBY™, a Trailman must submit all questions of rules interpretations and procedures to the WORTHY DERBY™ Chairman or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the WORTHY DERBY™ Chairman. All decisions of the WORTHY DERBY™ Chairman are final. Decisions of Race Officials on questions of fact (i.e., results of a specific race) may not be appealed beyond the Trackmaster or Finish Line Judges.

DESIGN STANDARDS

11. Materials. Race cars shall be constructed for this event from the parts contained in the PineCar® P4051 basic block kit provided by the troop. Additional kits may be obtained from the troop. Materials from the kit may be supplemented with accessories but may not be replaced. This means no prefabricated, pre-cut car designs purchased from other kits. No substitutions allowed.

12. Weight. Each race car may weigh no more than 5.0 ounces (total weight) as determined on the official scales during the pre-race inspection. This rule applies to all cars, including those racing for speed and those seeking recognition for visual design (Best-in-Show competition).

13. Wheels and Axles. The car shall roll on the wheels from the kit. The wheels shall turn about the axle nails from the kit. The axle nails shall be firmly affixed to the wood of the car body and MUST be placed in the original "axle grooves" in the supplied wooden block.





It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used.

14. Size. Race cars may be no longer than 7 inches, nor wider than 2-3/4 (2.75) inches, as determined by the official gages during the Inspection and Registration. Underside clearance of at least 3/8 (0.375) inches and inside wheel to wheel clearance of at least 1-3/4 (1.75) inches is recommended, so that the car will run on the race track. Adequate clearance is the responsibility of the race car builder.

15. Weights and Attachment. 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" such as tape or tack spray. Weights shall be passive (*i.e.*, non-moveable, non-magnetic, non-electric, non-sticky, etc.).

16. Wheel Treatment. Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor 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.

17. Unacceptable Construction. The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, or bearings.

18. Gravity Powered. The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For example, this rule disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.)

19. Lubricants. No liquid lubricant is allowed. Only dry graphite is permitted for lubricating the wheels. Lubricants may not foul the track. In the interest of fairness, only one lubrication is allowed before the beginning of the first race and then once again before the beginning of the first race of the Big Bend WORTHY DERBY™ Championship Series (competition between the first, second, and third place cars from each troop).

20. Car Leaves Lane. If, during a race, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, 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.

21. Car Leaves Track. If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.





22. Car Repair. If, during the race, a wheel falls off or the car becomes otherwise damaged, the Trailman may, to the best of his ability perform repairs with the assistance of his parent, leader, or Pit Crewmember. If a car is damaged due to track fault, or damage caused by another car or person, the Trackmaster, at his sole discretion, may allow additional repair assistance to the Trailman.

SPORTSMANSHIP

Learn as much as you can, play by the rules, and never cheat. A victory gained as a result of cheating is hollow:

Whatever you do, do from the heart, as for the Lord and not for others, knowing that you will receive from the Lord the due payment of the inheritance; be slaves of the Lord Christ. For the wrongdoer will receive recompense for the wrong he committed, and there is no partiality.

Colossians 3:23-25

Act courteously and treat others kindly. This includes the officials, spectators, and other Trailmen before, during, and after the race. Everyone deserves your respect:

Do nothing out of selfishness or out of vainglory; rather, humbly regard others as more important than yourselves.

Philippians 2:3

Don't lose your cool. Even if other Trailmen lose their tempers, it doesn't mean you have to. It's difficult when the official makes a call you think is wrong or you lose the race:

For God did not give us a spirit of cowardice but rather of power and love and self-control.

2 Timothy 1:7

Be a team player. Just like in the body of Christ, we each have different talents and strengths that, when used together, can accomplish great things. *"Now you are Christ's body, and individually parts of it"* (1 Corinthians 12:27). No one person can win without the help and support of others:

Two are better than one: They get a good wage for their toil. If the one falls, the other will help the fallen one. But woe to the solitary person! If that one should fall, there is no other to help.

Ecclesiastes 4:9-10





Encourage other Trailmen. Avoid trash-talking. Words are powerful, and you don't want to use them to harm others:

No foul language should come out of your mouths, but only such as is good for needed edification, that it may impart grace to those who hear.

Ephesians 4:29

Acknowledge and applaud when another Trailman's car does well, even when it's your opponent. Whether you win or lose, congratulate others for a good race:

Therefore, encourage one another and build one another up, as indeed you do.

1 Thessalonians 5:11

Listen to and follow the directions of your leaders and parents. If you have a disagreement with a leader or parent, discuss it privately:

Obey your leaders and defer to them, for they keep watch over you and will have to give an account, that they may fulfill their task with joy and not with sorrow, for that would be of no advantage to you.

Hebrews 13:17

Respect the officials. When they make a call you don't agree with, accept it gracefully. Remember that officials sometimes make mistakes, but they're doing their best to be fair:

Likewise, you younger members, be subject to the presbyters. And all of you, clothe yourselves with humility in your dealings with one another, for: "God opposes the proud but bestows favor on the humble."

1 Peter 5:5

◀ **WALK WORTHY** ▶

