

Derby Car Race Day Information

The races are run using the following format:

- All entrants must register, have their car checked for compliance with the car preparation rules, and weigh-in. Results of the official scale are final. Each car is given a numbered sticker when registering. The car's number will be written on your child's hand for identification.
- After registration, the car is moved to a display table. The owners will not be allowed to handle the car, except to carry the car to the track when called upon. In case of mechanical failure (e.g. wheel falling off), the owners may be allowed to fix it with approval of race officials. When your child's car is "on deck" to race, the car's number will be called. Your child should help move his/her car from the display table to the track at this time.
- The race begins with a round of classification heats. The fastest of the four cars is placed in Group A. The next in Group B, the next in Group C, and the slowest in Group D.
- From then on, each Group (A/B/C/D) has a separate, single-elimination tournament. The top finisher (or two finishers, depending on the round) in each heat advance to the next round. This will give each child participation in at least two rounds.
- Lights on the finish gate will be official.
- All participants will receive beads and patches. The top four finishers in each Group will receive trophies. No prizes are given for car appearance.

Remember the following:

- No pop or sticky candy in the gym.
- A graphite table will be provided near the door to the gym. This is the ONLY spot where graphite may be applied.
- Children must be attended outside the gym area.
- This is a big event. If you can lend a hand during the course of the event, it will be greatly appreciated.
- Wear your beads and vests the day of the race.
- Please be on time.