



Awana Wichita Area-Wide Grand Prix

Saturday, November 14, 2009

8:00 a.m. – 12:00 p.m.

Immanuel Baptist Church

1415 S. Topeka, Wichita



Race Day Schedule:

	3 rd /4 th Division	5 th /6 th Division
8:00-9:00	Check-in	
9:00-10:00	Race	Check-in
10:00-10:20	Message	
10:20-10:30	Break	
10:30-10:40	Awards	
10:40-11:40		Race
11:40-11:50		Break
11:50-12:00		Awards

Rules: These are the rules for the Wichita Area-Wide Race. Please read and follow.

1. Cars raced in previous years are not eligible. All participating cars must be built for this club year.
2. The primary chassis of the car from the front axles to the rear axles must be made from a **pine block** such as in the Awana Grand Prix, Cub Scout Pinewood Derby, or store purchased pre-formed kit. Other types of wood, plastic, or composites may be used in the construction of the car so long as the foundation is of pine.
3. The car must have a minimum of four official Awana Grand Prix, Cub Scout Pinewood Derby, or kit supplied wheels, configured with at least two wheels on each side of the car, with no wheels having more than 1/8" clearance off the track. The wheels must all remain the same diameter and width as supplied in the Awana or Cub Scout kit. The wheels can be sanded to remove rough spots and trued if desired, but use care to maintain the original external dimensions.
4. The car may use axles supplied in the kit or purchased aftermarket. The axles can be sanded to remove rough spots and polished if desired, but use care to maintain close to the original diameter or the wheel will wobble and cause the car to slow down.
5. The car must not have any kind of washers, bearings, bushings or springs on the axles or wheels.
6. The car length shall not exceed 7".
7. The car width shall not exceed 2 3/4".
8. The car height shall not exceed 3" in order not to interfere with the finish-line detector.
9. The distance between the wheels (side to side) cannot be less than 1 3/4" or the car will not fit over the lane guide strip.
10. The Awana Grand Prix track has 4 lanes and is designed with lane strips to keep cars in their proper lanes. To prevent the car from rubbing on the lane strips, be sure clearance is 3/8" minimum.

11. The car weight shall not exceed 5 oz. Weight may be added to lighter cars by hollowing out cavities and inserting lead or another metal. Such additions must be built securely into the car.
12. At the start of a race, the entire car must stage behind the starting pin. No part of the car should extend over the top of the starting pin. The starting pin height is 2", so make sure the most forward surface of the car is 1 7/8" or lower to ensure no part of the car extends over the starting pin.
13. Addition of decals, driver figure, steering wheel, car trim, accessories and painting is permitted as long as they do not cause the car to exceed the specified dimensions or weight.
14. The car cannot have any starting devices and must be freewheeling.
15. The car must pass inspection by the Awana Grand Prix Inspectors in categories of weight, length, width and height and other specifics noted in these rules. Inspectors may send cars to the repair station if there is any question about meeting these standards.
16. Cars should be built by the clubber with the assistance of an adult. Clubbers should do as much of the work as they can safely do (50% or more).
17. After registration and check-in, no alterations to the car are allowed. This means that final preparation and lubrication must be done before check-in.
18. As much as possible, the builder of the car should be the only one who touches it or picks it up. Clubbers will place their own cars on the track prior to a race and remove it at the end of a race. If the starter notices that a car is not properly aligned on the track, he will call the clubber back to adjust it.
19. If a car jumps the track during a race, the race will start again. If a car jumps the track, three times, it is eliminated. The race will commence with the remaining cars.
20. Trophies will be awarded for the top three cars in each division for speed, traditional design, and novelty design.
21. Traditional design is for cars that actually look like automobiles or race cars or trucks. Novelty design is for cars that do not look like vehicle (like fruit, cell phones, candy bars, musical instruments, etc.). Note that all rules such as size and weight apply to design cars as well as those built for speed.