

2019 FBC ALLEN RA DERBY RACES

GENERAL DERBY RULES

Entry Qualifications

1. All cars must use the official wheels and axles.
2. If your car was one of the twelve cars that made it to the Finals, it cannot be used again for RA & GA racing in any following years.
3. Each RA & GA may enter one car.

Car Specifications

1. The maximum total weight of a car cannot exceed five (5) ounces. When weighed on the official scale, the car must register no more than five ounces for a period of not less than 5 seconds.
2. The car dimensions are:
 - No longer than 7 3/8 inches
 - No wider than 2-3/4 inches
 - No taller than 3 inches
 - Minimum underbody clearance of 3/8 inch
 - Minimum car body width 1 5/8 inches.
 - Maximum width from outside wheel to outside wheel 2 3/4 inches.
3. The entire car must stage behind the starting pin.
4. Weight and decorative accessories may be added to the car, but will be included as part of the car for all measurements.
5. All weight and accessories must be securely fastened to the car, and fixed in place. Wheels are the only allowable moving part on the car.
6. The car must be powered by gravity alone. Thus, weights and accessories may not actively contribute to the movement of the car.

Wheels and Axles

1. Wheelbase. The axles may be mounted on the car as desired as long as all car specifications are met.
2. The wheels and axles supplied with the official kit must be used as follows:
 - The wheels must turn about the axles and support the weight of the car
 - The axles must be directly attached to the wooden car body
 - Washers, sleeves, bushings, bearings, etc. may not be used. Nothing can be placed between the wheel and the axle, and between the wheel and the car body.
 - Wheels may be lightly sanded and polished, but must retain the original shape (diameter, width, profile, and geometry).
3. Axle flaws may be removed and the axle shaft may be polished. The axle head may be beveled on the inside to reduce contact with the wheel. No other modifications are allowed.
4. All four wheels must be present on the car but not all of the wheels need to contact the track surface.

Lubrication

Only dry (powdered) lubricants are permitted. All excess lubrication must be removed before inspection.

RACE PROCEDURES

Check-in and Inspection

1. All cars must be brought to the official check-in for inspection. Any car arriving after the check-in period may not be allowed to race.

2. Cars must pass the official inspection using the official scale and measurement devices. If a car fails the inspection, it may be corrected and re-inspected. However, the start of the race may not be delayed due to rework on a car that failed inspection.
3. After a car passes inspection, it will be impounded. Once impounded, the car cannot be modified or lubricated.
4. All decisions by the race check-in officials are final and binding.

Car Handling

Race officials will place each car at the starting line and retrieve each car at the finish line.

Race Heat Anomalies

1. If a car leaves its lane, and the race officials determine that a fault in the track or starting mechanism caused the incident, the heat will be rerun after the fault is repaired.
2. If a car leaves its lane, and the race officials determine that a fault in the track or starting mechanism did not cause the incident, then:
 - If the car does not interfere with any opponent, the heat will be judged normally.
 - If the car interferes with any opponent, the heat will be rerun.
3. If no car reaches the finish line, the finishing places will be determined by the distance traveled by each car in its own lane.
4. If a wheel falls off during a race, the car may be repaired by the car owner. The repair must be completed within the longer of (a) five minutes, or (b) the start of the next heat in which the car will run. At the discretion of the race official, additional help may be provided to the owner of the car.
5. If a car part (other than a wheel) falls off during a race, the part can be replaced on the car for subsequent races.
6. Any appeals or rule questions must be promptly brought to the attention of the race officials.

WHEEL INSTRUCTIONS

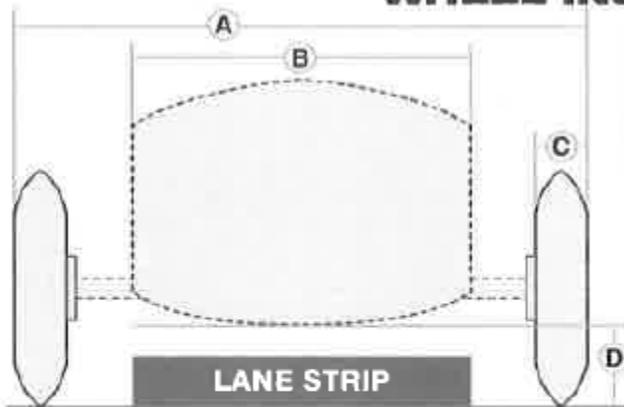


FIG. 1

- A. 2 3/4" (2.75") Max. Width
- B. 1 5/8" (1.625") Min. Width
- C. 1/4" (.25") Min. Width
- D. 3/8" (.375") Min. Height

The side of the wheel which has 3 round impressions in a triangle around the axle hole has the hub extending from the wheel farther than the opposite side. (See Fig. 2)

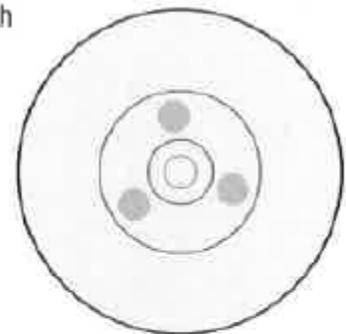


FIG. 2

1. When mounting wheels, be sure the hub on the wheel is next to the car body as in Fig.1. (See Fig. 2 for location of the hub.)
2. Make sure axle slots are clear of any splinters before inserting axles.
3. Insert axles carefully from the sides, and if necessary, remove them for adjustment by pulling straight out.
4. When painting your care insert tooth picks or some other material in the axle slots to prevent clogging.

BUILDING HINTS

1. Decide on Racer design.
2. Draw design on Racer.
3. Carve or saw Racer body to desired shape.
4. Add weight to racer by hollowing out racer body and inserting lead or other material. (NOTE: Do not exceed the 5 oz. maximum weight for the entire racer). Seal weight in racer by filling hole with wood dough or plastic wood filler.
5. Sand entire racer with "medium" grade sandpaper.
6. Apply 2 coats of sanding sealer.
7. When dry, sand with "fine" grade sandpaper.
8. Apply 2 - 4 coats of paint - Rub racer after each coat of paint dries with .0000 steel wool.
9. When racer is completely dry, add decals, numbers and any other details desired.
10. Install wheels and axles (See Wheel Instructions, Fig. 1)

