



All-Church Pinewood Derby

Arizona District
Church of The Nazarene

Our Purpose

to provide an opportunity for adults to mentor a child in a fun and competitive environment

April 16, 2011

Tentative times: Check-In 8 AM-12 PM
~ Race at 1 PM

Racing Categories:

Benson's Buddies (Preschool)
Searchers (1st and 2nd Grade)
Explorers (3rd and 4th Grade)
Adventurers (5th and 6th Grade)
Adults (7th Grade and up)

Car Specifications:

ALL cars must be freewheeling and gravity driven

* Be made from an official Boy Scout kit or comparable items the year the Derby is held.

* As much as possible within safety limitations, the car should be built by the child ~ adults should NOT do for the child what the child can do for him/her self!

* The car front should not be so pointed as to be difficult to "stage" on the starting dowel or indented as to "stage" further down the track than the other cars.

* Not weigh more than 5.0 oz ~ scales vary slightly, readings of the official race (Inspection Table) scale will be considered final (*exception ~ Adults and Super Modifieds have no weight restrictions*)

* Be freewheeling.

* All wheels must race on the track surface, not on the lane guides.

* If you fail to follow the rules or it is determined that you are not in compliance with the spirit of the race, you can be disqualified.

* Super Mods—prohibited in the other categories, allowed here: bearings, special axles (speed/needle axles), wheels (ie razor wheels), made of any material (not just wood)

Registration & Check In:

* Registration takes place through the local church before Race Day. Each Church will mail or deliver a listing of racers' names and category and a check payable to AZ District Children's Ministries for the appropriate fees by the announced deadline.

* There will be no registrations accepted on Race Day.

* The racer will present their car for weigh-in and brief visual inspection during the publicized, posted times (8 AM-noon). If not in line for weigh-in by the closing time, the driver forfeits the Derby.

* The official number assigned at the Check In Table will be stuck on top of the car.

* Once a car has been through inspection and passed, it will go to the holding area and must not be handled until being raced ~ all lubrication must take place before inspection.

* The District provides no tools for modifications, graphite for lubrication or spare parts (wheels, weights, etc).

* Any car modifications will take place away from the Check In Table. Please be respectful of the hosting Church's property ~ drilling, sanding, lubing, etc will take place outside.

Racing Procedure:

* We race Double Elimination; a car advances until it loses twice.

* Cars will not be lubricated during racing, ALL lubrication takes place before passing inspection.

* Cars must be raced by their registered "driver". If the driver is not present, they forfeit the race.

* Race participants will wait as a group by the starting line until they have all finished racing. Once your group has begun racing, do not leave without permission from a Race Official.

* As each heat is announced, racers will report to the starting line with their cars. It is their responsibility to stage or place their car at the starting line.

* The starter will make sure the cars straddle the center lane guide.

* Because of the potential of injury to people or damage to the track, no one should step over the track, please walk around.

* Because of time constraints, time out for repairs will not be allowed if a car malfunctions, they forfeit the race.

* Once the track is set up, it will not be moved until tear down.

* No cars will be run on the track outside of the official races.

* Unsportsmanlike conduct will be grounds for expulsion from the competition or race area.

Awards

Trophies for winners in each racing category will be presented following the completion of all races.

Our Equipment:

Track: Our 48' track is built by Piantedosi Oars, the world's largest Derby Track manufacturer, from solid core maple hardwood. Each of the sections are joined by overlapping plywood plates which assures positive alignment between the sections and prevents slope changes at the joints and thus eliminate track "bumps."

Software: DerbyMaster handles registration, race scheduling, and recording results. Our race results are automatically scored because of a link to the computer. The program is set to Randomize the racing order and Double Elimination.

Sensors: The sensors we use require a light to be placed over them and the difference between this bright light and the shadow of the car triggers the timer (so cars with pointed noses are not a good choice). A switch on the starting bar triggers the start of the timing and it stops when the car breaks the light path. Each lane has its own finish line sensor.

For more information, contact:

Guy or Sharon Plamann
1828 E. Inverness, Mesa, 85204
480-892-2474, AZCaravan@cox.net

www.pinewoodderbyextreme.com