

Lolo Community Church Official AWANA Grand Prix Rules

Car Workshops (Bumper 2 Bumper Service)

Wednesday nights during Awana
Dates will be announced

Online Car Registration

Opens once cars go on sale,
through the Wednesday prior to race day at midnight

Race Day

Occurs on a Saturday (date changes each year)

Test & Tune

Weigh in, check car size, enter car for specific judging, etc

Last minute Registration

Last minute registration can occur but cars
will not be part of the judging for trophies

Judging

I. GENERAL RULES: (Applies to all Race Events)

G-1. Qualification: All registered Awana Cubbies, Sparks and T&T clubbers may design, build and enter cars that are eligible to participate in the annual "Awana Grand Prix" event. Additionally, there will be an Open Class race for Junior High, Senior High and Adults and a Modified race open to everyone.

G-2. Essential Materials: All cars entered shall be constructed from the "Official Awana Grand Prix Car Kit" (referred to below as the kit) with the exception of the Modified class. Kits will be available during Awana nights. Refer to the list of important dates for when kits will be available.

G-3. Competition Groups: There will be four competition groups: Cubbies/Sparks, T&T, Open Class, and Modified Division. The number of competition groups may change, depending upon the number of racers that enter. Qualifying Cubbies/Sparks and T&T will compete against each other in an overall race.

G-4. Competition Events: There will be three competition events, "Speed", "Creativity" and "Design".

- **Speed Event** – The 3 racers with the best positions in each division will receive trophies. Additionally, there will be an overall race for Cubbies/Sparks and T&T.
- **Design Event** – All declared design cars will be evaluated for Representation (how well the car resembles what automobile it is meant to be), and Kid Input (the effort that the clubber made in building the car, see G-6).
- **Creativity Event**- All declared creativity cars will be evaluated for Originality, Creativity, and Kid input (the effort that the clubber made in building the car, see G-6).

G-5. New Work: Construction of all entries **MUST have begun AFTER the start of the current Awana year.** Cars created for other races are not eligible. This excludes cars entered in the Modified division.

G-6. Adult Assistance: With the exception of the Open Division race, this is a joint child/adult project. As such, the child is to participate in the design and construction of his/her car to the best of their ability. The adult is to provide guidance and assistance only as needed.

1. **Expectations for Cubbies/Sparks includes but are not limited to:** Clubber *must* choose the idea and color, must be present while work is being done and contribute to sanding.
2. **Expectations for T&T includes but are not limited to:** Clubber *must* choose the idea and color, must be present while work is being done, contribute to sanding and painting and if the parent feels they are skilled they can contribute to cutting the car out (does not apply to those using the saw at the church).

G-7. Attendance: Each racer **MUST** enter his/her own car. This means that the racer must be present at registration to enter his/her car into competition. If an illness or other circumstance occurs that keeps a clubber from attending, they may receive permission from the race coordinator to have a substitute racer for their car.

G-8. Single Entry per Person: Only one car may be registered per racer participating in the Grand Prix. Exception for Modified race- Racers of all ages **ARE** allowed to enter one car in their division and a different car for the Modified race.

G-9. Inspection and Registration: Clubbers must enter their own car and each car must pass a technical inspection before it may be registered and compete. (For exceptions: see G-7) Technical inspection and registration of cars will be completed on Car Registration night. Each racer should submit his/her car during the race night registration period. During registration each car will be declared Design or Creativity and will be assessed for correct measurements (See G-10). Clubbers need to know how many hours they spent on car construction.

G-10. Failure to Pass Inspection: The Check-in Judges shall disqualify cars that do not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his/her car did not pass. Cars that fail the race day inspection will only have until the end of the registration period to make any necessary modifications; otherwise, the car will not be allowed to compete in any of the events.

G-11. Car Numbers: Racers will be given a number for their car at registration (please do NOT put any numbers on prior to race day). The car number shall be written on the bottom of the car during registration.

G-12. Impound: Once a car passes the check-in inspection, it will be impounded. No car may be altered in any way after it has passed the check-in inspection. (See T-9) However, if a car breaks during the race or does not cross the finish, the Race Coordinator may direct that repairs be conducted. Any car that is repaired or tuned up will go back through the check-in inspection.

II. GRAND PRIX RACE CAR DESIGN STANDARDS

T-1. Materials: Race cars shall be constructed for this event from the parts contained in the Official Awana Grand Prix Kit (referred to below as the kit) as sold by Awana Clubs International. **Wheels and axles from the kit may NOT be replaced. The original kit wood block needs to be used.** You may add to the block but it must not exceed dimension requirements when finished. (See T-5) The Race Coordinator will have spare wheels and axles, if the ones from the kit are misplaced or get damaged. Cars entered in the Modified Class

T-2. Axles: The axles shall be firmly affixed to the wood of the car body, but use of the premade 'axle grooves' in the wood block is not required. One-piece axles (e.g. Pine car axles) and nails (e.g. BSA axles) are NOT allowed.

T-3. Wheels: Wheel treatment (hub and tread smoothing and polishing) can NOT result in substantial removal of mass nor in reducing the tread width (track contact) from the original kit wheels. Wheel diameter is to be no less than 1.17 inches and wheel width is to be no less than 0.36 inches (back edge to sidewall, not including the thickness of the sidewall lettering), according to the wheel inspection go/no-go gauge. Wheel tread surface must be cylindrical (not rounded, beveled, cupped, etc.). The words "Awana Grand Prix" on the wheel face shall remain intact and clearly visible to the inspector. All wheels are NOT required to touch the track surface.

T-4. Weight: Race cars may weigh no more than five (5.00) ounces (total weight) as determined on the official scale during the inspection and registration periods. The official scale will be available at the workshops and during registration.

T-5. Car Dimensions (as determined by the official judges during check-in inspection):

- **Wheel Distance:** Approximately 1.75 inches between the wheels. (To fit on the track. The boughten blocks will hold wheels to the appropriate width)
- **Overall Width:** Not exceeding 2.75 inches.
- **Overall Length:** Not exceeding 7.0 inches.
- **Overall Height:** Not exceeding 3.0 inches. (or it won't fit under the finish line lights)
- **Maximum Nose Height:** Not to exceed 1.25 inches.
- **Chassis Clearance:** 3/8 inch minimum is recommended. Any car with less of a clearance will be checked on the track to ensure that there will not be any interference with the track.

T-6. Weights and Attachments: Weights and attachments may be added to the car and will be considered part of the car for purposes of all measurements. Weights and attachments are considered to be any material on the car that is not provided in the kit. All weights and attachments must be securely fastened to the car, i.e. by permanent glue, nails or screws, but not by "sticky substances", i.e. tape or tack spray. Weights and attachments shall be passive (i.e. non-moveable, non-magnetic, non-sticky, etc.).

T-7. Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axles: bearings, washers, bushings, hubcaps, inserts, or sleeves. Materials that would pose a hazard (e.g. mercury), with the exception of lead weights, are prohibited. It is recommended that any lead weights be encased in the car or covered by paint.

T-8. Gravity Powered: The car shall not ride on any springs or suspension system, and it must be free-wheeling. The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car (e.g. sticky substances on the front of the car and protrusions which may catch on the starting pin.)

T-9. Lubrication/Graphite: NO Graphite/Lubrication allowed in the building. Upon check-in, lubricants/graphite must not be dripping, falling out or otherwise be messy. Any excess lubrication/graphite is to be wiped off prior to check-in, so as not to foul the track. Once the car passes inspection and is impounded, any further lubrication/graphite will ONLY be administered by Pit Crew Personnel in that area, and only at the race coordinator's direction. The penalty for not following this rule will result in one verbal warning. A second offense will result in a disqualification for modifications made after being impounded. This will be enforced by the race coordinator.

T-10. Staging: No part of the car may protrude beyond or over the leading (uphill) edge of the starting pin. The uphill edge of the starting pin is the starting line, and no part of the car may be over the plane of the starting line prior to the start of the race.

T-11. Car Repair: Within reason, and to be decided by Race Officials, if a car experiences breakage during a race, the racer and their adult partner may be allowed a quick repair of the car to enable the child's continued participation. The car will be inspected after being repaired by the race coordinator before being allowed to race again.

T-12. Track Jumping: If during a heat a participant's car jumps off the track or knocks another car off the track, the race will be re-ran. If it occurs a second time the participant will be given a chance to repair the car and the race will be done over again. If the participant's car track jump happens a third time the car will be disqualified.