NASCAR Week in Wetaskiwin

PINE CAR DERBY - WEDNESDAY, 24 July - 1:00 p.m. - 5:00 p.m.

PINE CAR DERBY

St. John's Lutheran Church - 5506 - 55 Street, Wetaskiwin

Registration Fee is $15 includes Pine Car

Registration Form

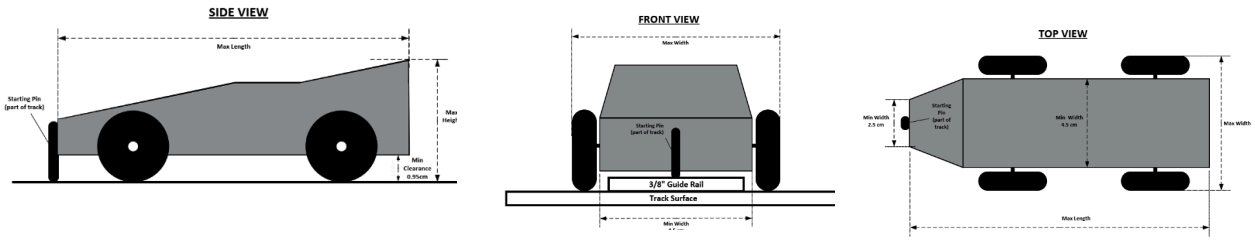
Name: _____

E-Mail _____

Phone Number: _____ Age: _____ Car Number: _____

Contact Person is Allan 780.360.2755. Funds and will go towards the Trophies

Please be aware photographs will be taken for promotional purposes. By participating in the event you consent to your photo taken.·



NASCAR WEEK PINECAR DERBY REGISTRATION

- **REGISTRATION**
  - Pine Car Blocks can be picked up at St. John's Church once the registration fee has been paid.
  - Registration is $15.00
  - Pit Table is open at 1:00 p.m. and Racing begins at 2:30 p.m.
- **PINE CAR**
  - **Wheels and Axles** that are enclosed must be used on the car.
    - Any substitutions will result in your car being disqualified.
    - Wheels may be modified - NOTE only only 5 wheels will be given, careful not to shave too much off
    - Lubrication like graphite or lube is permitted on the wheels or axles and may be applied between races
    - Please check the groves to ensure that each is at a perfect 90 degree angle
    - Wheels should spin freely
  - **Decoration** and creative design is encouraged,
    - Decoration must not exceed width, length, or weight of the car
    - Decoration or addition must be securely attached to the car
    - No material that can fall off during the race are permitted in or on the cars.
    - Final Vehicle may resemble any shape as long as the size and width rules are followed
  - **Attachments** like paint, decals, stickers, and undercarriage or imbedded weight may be added
    - Pipes, windshields, fenders, and other attachments must be made from parts of the original block that were cut away
    - Weights that are added must be on the undercarriage or imbedded flush on the car
    - Decals and stickers should have a clear finish to prevent them from falling off

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- **PINE CAR**
  - Please see diagram for clarification, the track does have a guide rail down the center
  - **Front** of the car must have at least 1" flat spot in the centre of the car, for the starting pin
  - **Bottom Clearance** of the car must be at least .95 cm or 3/8" clearance from the chassis and road bed
  - **Total Width** shall not exceed 7 cm or 2 3/4" including the wheels
    - Wheels must remain outside of the original block width
    - The minimum distance between the wheels should be 4.5 cm or 1 3/4 "
  - **Total Length** shall not exceed 18.5 cm or 7 1/4 "
  - **Total Height** shall not exceed 15 cm or 5 3/4"
  - **Total Weight** shall not exceed 142 g or 5 ounces
    - Nothing can be added that did not come in the Kit, except for paint, decals, stickers, and undercarriage or imbedded weight
- **RACE DAY**
  - Please ensure that each Vehicle has your number someplace on the car
  - Vehicles will be weighed and measured prior to racing,
  - Three races guarenteed for each car, top car will determine placement
  - Participates will be asked not to jump over the track and stay behind the barriers
  - Cars first one to cross the finish line is the winner
    - If your car leave the track on the heat it is declared a no contest. If the same car leaves the track on the second run he is disqualified for the race. Another car will take its place.
    - No adjustments or repairs are to be made once the racing begins.
    - After the first or second qualifying heat, if adjustments are made, the car must be re-inspected weight and measured by the Pit Crew
    - If something becomes loose, breaks, or falls off during the race the car may still continue to run as long as it does not endanger another car on the track.
    - If by racing, the car might cause damage to the track or interfers with another car, the car will be disqualified by the Pit Crew discretion.
- **PIT CREW**
  - Any vehicle that is rejected, being overweight or oversized, can remove weight and/or reduce the dimensions to qualify for the race
  - Assistance will be there to help for minor modifications.
- **HINTS**
  - **HAVE FUN !!!**
  - The heavier your car, the faster it will go. Add weights to make your car weigh the maximum that the rules allow. lead makes good weights. It is good if your weights are adjustable just in case your car is too heavy.
  - Get many tips on design, cutting, and using weights online.
  - Please have adult supervision when using sharp tools
  - Keep you scrap wood to add decorative details to your vehicle
- **JUDGING**
  - For the Designers choice, the scoring will include the following categories
    - Details of Design
    - Painting
    - Quality of Workmanship
    - Symmetry
    - Originality of Design