

# Ranger Derby Spec's

Date – January 3, 2020



## Race Car Specifications

1. **All Cars for both race and workmanship** - must roll down the track without interfering with any other car. All cars shall not exceed the following:
  - a. A car cannot exceed 7-1/2" in length.
  - b. A car cannot exceed 2-3/4" in width.
  - c. A car cannot exceed 3" in height.
  - d. A car cannot exceed 6 ounces (170 grams) in weight.
  - e. A car must have a minimum of 3/8" – clearance from the bottom of the tires to the lowest part of the car body, whether it be the wood block, weights, decorations, etc. (Weights must be an integral part of the car, Weights can not be taped or set on a car. If weights or any part of a car comes off, there is no contest. The heat will be re-run, if the same car or parts leave the track again the car will be disqualified from racing. No heat or race will be held up while repairs are made.
  - f. **Super-Modified Class:** This is just what the name implies, a class where you can use all your ingenuity and imagination, however you must use the parts in the kit for their designed purpose. The class is open to anyone at our church level racing. The rules are:
    - (1) Wheels are to be used for proper intent and purposes and for the function for which they are intended. Super-Modified class cars shall be made from official Pinewood Derby kits.
    - (2) A car shall not be more than 6 inches tall and 3 inches wide.
    - (3) No car shall weigh more than 32 oz. (908 grams).
    - (4) No car shall exceed 12 inches in length.
    - (5) Metal to metal contact including any type of bearings or bushings is allowed in the Super-Modified Class.
    - (6) All other rules of the Ranger Derby apply.
  - g. **Open Class:** This class is open to any family member, pastor(s), girls club and classes per outlined for the day.
2. **Lubrication is permissible** (any lubricant) but it is best not to use one that is petroleum based.
3. **NO-NO'S:**
  - a. No bearing or bushings of any type or the car except in the super-modified class.
  - b. No metal-to-metal contact on the car is allowed except in the super-modified class.
  - c. No starting devices are allowed.
  - d. No lubing or working on cars after they have been registered. Exceptions must be cleared by Ranger Derby Referee.
4. **Register and check- in** your car on race day. The car can be in both Race and Workmanship (Show), you may also have 2 cars – one for race and another for workmanship in the same class, however both cars can not be in both race and workmanship.
5. **Workmanship Outline:**
  - a. The judges will not converse while judging.
  - b. Any comments will be in writing and will consist of the car number and score using the workmanship judging score sheet.
  - c. Score Sheets will be given to the officer in charge as soon as a judge has completed judging.
  - d. There are generally 3 areas the car will be judged:
    - (1) Originality: The idea of the artist himself. You must take into account how much creative thought went into the design.
    - (2) Workmanship: The skill the workman shows in cutting, carving, sanding and detailing out the car. Consider: Are the cars extra ornaments made by the owner or something bought and attached?
    - (3) Color and Appearance: Use of color and outward appearance. Take into account the painting of the car. It's overall texture, the color and paint.
  - e. Qualifications: Each contestant may enter one car in the class they enter. It does not have to be the same car if one is entered as race and the other as workmanship, but they must meet the same qualifications per the specifications outlines above #1.
  - f. Each Ranger Derby Car being judged in the Workmanship Class, may have a 3"x5" card next to the car giving a brief description of the work completed by hand, parts used and parts store-bought