

# VALVE COVER RACES

The High Lakes Car Club would like to invite you to enter our Annual Valve Cover Races.

Design & Construct your own racer and enter it into the contest.

We have added some Prizes that you will compete for:

Adult 1st Place: \$50

Adult 2nd Place: \$25

Kids 12 and under will be competing for a \$50 value gift basket.

\$2.00 Registration Fee ( Rental Racers will be available on 1st come 1st serve basis)

## About the Race

The valve cover race is very similar to a pinewood derby with the racers created by using valve covers.

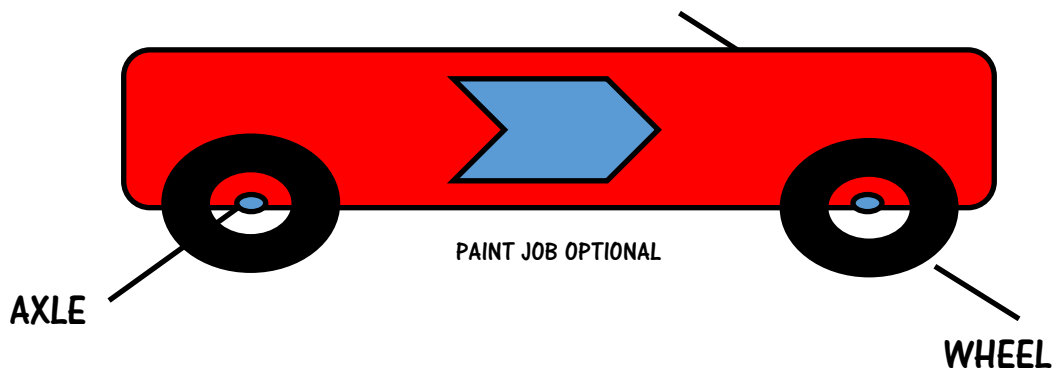
Racers will compete against each other in heats until the fastest cars face off in the finals.

If you need more information, give our club a call.

## How to build a Valve Cover Racer

1. Obtain a suitable valve cover (junk yards, parts etc.)
2. Find wheels and devise a plan for axles, bearings, etc(rollerblade wheels/bearings; find & create your own be creative)
3. Assemble racer (no wider than 11 inches overall)
4. Tune; adjust to run in a straight line
5. Use your imagination to create a paint scheme or decorations (optional)
6. Remember, no motors or propulsion devices, only gravity.
7. Not to exceed 10lbs. You can add weight if needed.
8. Height above track , not over 1"

## DIAGRAM





# JOIN THE FUN!!



# High Lakes Car Club Valve Cover Races Rules & Regulations

## RULES

- Vehicles will be limited to 10 pounds. (will not exceed ten pounds) A single scale will be used to weigh all vehicles.
- Vehicles will not touch side rails on track in starting position (hands free).
- Vehicles wheels will rest on track in starting position (hands free).
- No part of vehicle will be allowed to be in front of the brake pin in starting position (hands free).
- Once brake pin is released and vehicle cross's the finish the results of the race are final.

## REGULATIONS

1. Individuals will compete in a series of one-on-one elimination contests until the winner has been chosen.
2. The competition will be a double elimination contest. A second loss eliminates a person from continuing competition.
3. Two Groups are established for racing; Children (under 13) and Adults.
4. The two groups will be ordered for their group races by a random drawing of numbers. Numbers will be paired for the individual races which are one-on-one competitions.
5. Some individuals may receive a "bye" as part of the assignment process if there are an odd number of teams.
6. A starter will be assigned to hold brake pin and start race by its release.
7. Two judges will observe each race lane and determine the winner. If a draw or tie is declared another race will be allowed.
8. A race director will maintain wins, losses, eliminations and determine a group winner.