

RULES AND INFORMATION FOR BUFFALO AREA RACES

I. A FUN COMPETITION

It is the intent of the Racing Committee to design rules that will make the Area Race as fair and as fun as possible for all participants. These rules have been established with the goal of allowing all cars to be competitive. If you have any questions or suggestions please contact:

Jim Szczodrowski (716) 662-0335, jim@2047.org
Sam Richbart (716) 631-3498, Sam@BrigadeNYPA.com



II. CONSTRUCTION OF CARS

1. Cars may be constructed from the CSB Kits or the "Eddie Kits" and must be the "Stock Car Derby Kit" model.
2. They must have been built during the current year.
3. You must use the axles and wheels provided. A maximum of TWO washers may be used at each wheel. Some models may need only one washer per wheel. Washers do not come with kits; you may purchase them at a hardware store if desired.
4. The construction of the car should be considered a "father-son" or "man-boy" project. Each participating boy must currently be a registered member of Stockade.
5. The wheelbase must remain the same as set up in the kits. Do NOT alter the wheel base length.
6. The wheel design cannot be altered other than the removal of casting burrs. The wheels:
 - cannot be modified at or near the inner or outer hub area.
 - cannot be filled with material to make a solid wheel.
 - cannot have the running surface tapered to provide reduced running surface.
7. Each car must be able to run in each lane without interfering with any other car. The overall width shall not exceed 3 inches.
8. The weight of the finished car should not exceed 5 oz. or 142 grams. Weights should be added to bring the total weight up to or near the 5-oz. limit.
9. A 3/8" Minimum clearance is needed under the car.

III. AREA RACE ENTRY AND REGISTRATION INSTRUCTIONS

1. All cars will be weighed in before starting and may be spot-checked during the race.
2. Please give each entry a 3x5 card to be handed in at registration. The card is to have his name, church and place of finish in the local race printed on it. A boy without a card cannot register until his leader arrives.
3. Each church may have one alternate. The alternate should also turn in a similar card, marked clearly as ALTERNATE. Alternates will in general not race their car unless one of the cars from his church is unable to race. A few alternates may be chosen by lottery to fill in holes in the racing sequence. (Unfortunately, the Buffalo Area Race has grown too large to guarantee a 6th car from each church to race.)



CHRISTIAN SERVICE BRIGADE

RULES AND INFORMATION FOR HAMBURG WESLEYAN RACES

I. A FUN COMPETITION

It is the intent of the Christian Service Brigade leaders to design rules which will make the Hamburg Wesleyan (Unit #3698) Race as fair and as fun as possible for all participants. These rules have been established with the goal of allowing all cars to be competitive. If you have any questions or suggestions please contact:

Scott Haima (716) 649-4310, scotth@csb3698.org

Jim Powell (716) 826-8914, jimp@csb3698.org

II. CONSTRUCTION OF CARS

All rules for the Buffalo Area Races apply with the following exceptions and additions.

1. Cars **must** be constructed from the CSB Kits provided and handed out during Unit #3698's Stockade/Battalion meetings.
2. Do not use any form of oil lubrication on the wheels, as this may come in contact with the track. Powdered graphite and spray silicone are good forms of lubrication for the wheels.

III. RACE ENTRY AND REGISTRATION INSTRUCTIONS

1. All cars will be weighed in one week prior to the Race Night (or at the last minute check-in day.)
2. Once the car has passed inspection and weigh-in, it will be locked up and not touched until Race Night. All lubrication and/or modifications must be made prior to final weigh-in and inspection. You may not handle the car on Race Night until the race is over.
3. If a car becomes unraceable (i.e. wheel falls off) on Race Night, the racer may make the necessary repairs to the car, but must do so under the supervision of a Stockade Ranger. If the car is not ready for the next heat, a reasonable amount of time will be extended. Fortunately with 3698's new software, the race can be skipped and re-run later.
4. If a car falls off the track and does not finish, the race will be re-run once. If a car jumps his track and does finish, and also does not interfere with any other cars, the results are final. If a car interferes with any other car, the race will be re-run once. If the same car causes interference again, it will be given a 4th place finish for that race.