



# 10<sup>th</sup> Annual Colt Barker Memorial Ranger Derby General Rules and Car Specifications



The following are guidelines and specifications for the 10<sup>th</sup> Annual Colt Barker Memorial Ranger Derby:

1. A contestant may enter only one car per racing class. New Cars only. New cars are those that have not previously been run prior to March 10, 2012 with the exception of the Outpost/Section race and testing used to prepare the car. This rule applies to each division race for the Rangers only and the Commanders race. Open classes are excluded.
2. In order to be eligible for competition (either racing or workmanship), a car must fit on and roll down the track without interfering with any other car.
3. Cars must meet the following specifications. Note: Check the kit block before you start. Some variation may exceed the maximums right out of the box.
  - a. Maximum Length (including all attachments) 7 1/2"
  - b. Maximum Width 2 3/4"
  - c. Maximum Height 3"
  - d. Maximum Weight 5 1/2 oz. (156 grams)
  - e. Maximum Under-Car Clearance 3/8"
4. **Pinewood Derby cars will be made from Royal Rangers kits sold by Gospel Publishing House (GPH), item no. 187540, The Pentecostal Holiness National Ranger Supply Store Item # 4710040 at 1-800-541-1376 or from other kits that contain a pinewood block, two wood dowels (axles), four Screws and four wheels. The contestant must use the**



**parts provided in the kit for their intended use. No other style kits will be allowed.**

5. The contestant may add weights to the car in order to bring the car to the maximum allowed weight, for 2012, this is 5 1/2 oz or 156 grams. Weights must be an integral part of the car.

They may be placed inside the block, mounted as an ornament, or be otherwise permanently attached. Weights may not be taped or set on a car. If weights or any other part of a car comes off during a heat, the heat will be rerun. If the same car or parts leave the track again, the car is disqualified from racing. No heat/race will be delayed while repairs are made.

6. Dry Graphite lubricant is the only lubricant allowed.
7. No metal-to-metal contact is allowed.
8. No washers allowed.
9. If a car needs to be lubricated or worked on before it is registered, there will be a designated place setup for that purpose. No work or lubrication can be done after the car has been registered.
10. Racing classes and awards include the following:
  - a. Ranger Kids First, Second and Third place trophy.
  - b. Discovery Rangers First, Second and Third place trophy.
  - c. Adventure Rangers First, Second and Third place trophy.
  - d. Expedition Ranger First, Second and Third place trophy
  - e. Commanders First , second and third place trophy.
  - f. Open Jr. (17 and under) -First, Second and Third place.
  - g. Open Sr. (18 and over) -First, Second and Third place.
  - h. Open Girls -First, Second and Third place.
11. Cars will be racing for overall fastest time.
12. First place ribbons will be awarded for each heat race.
13. Best Design: Guidelines will be as follows:
  - a. The judges will not converse while judging.
  - b. Any comments will be in writing and consist of the car number and score using the "Workmanship Judging Scoring Sheet."
  - c. Score sheets will be given to the officer in charge as soon as a judge has completed judging.
  - d. These are the areas to judge cars in:
    - i) **Originality:** Was the design the idea of the artist himself? How much creative thought went into the design. (Score 0-20)
    - ii) **Color and Appearance:** What is the outward appearance? Is the painting of the car appealing? Are the colors and paint even all over? Is the appearance pleasing to the eye? (Score 0-20)
    - iii) **Craftsmanship:** (The skill the workman shows in cutting, carving, sanding and detailing out the car.) Did the owner make the car's extra ornaments or were they something bought and attached? (Score 0-20).