



## Valve Cover Racing Rules

A friendly competition with the emphasis on “fun”

### CLASSES:

- 4 Cylinder Adult (>15 years old)
- 6 Cylinder Adult (>15 years old)
- 4 Cylinder Child (<15 years old)
- 6 Cylinder Child (<15 years old)

Grand Champion Award and People’s Choice Award (by popular vote)

Awards will be given for 1<sup>st</sup> and 2<sup>nd</sup> place in each class, and for the final Grand Champion winner, and People’s Choice. Each contestant in the same class must have their own racer.

### Valve Cover Racer Requirements:

- Valve cover must be based on BMC rocker cover – 4 or 6 cylinder.
- All motive force must be by gravity – no propulsion allowed.
- Original rocker cover dimensions must be maintained.
- Wheel base maximum = 24 inches.
- Wheel track maximum = 10 inches.
- Height – unlimited
- Minimum of three (3), maximum of four (4) wheels.
- Wheel diameter not to exceed seven (7) inches.
- Wheels may be either inside or outside the valve cover.
- Any style bearing or lubrication is allowed.
- Total weight must not exceed 12.00 pounds.
- **Tech Inspection** will start one (1) hour before scheduled race time. Entrants (valve cover and person) must be present for tech inspection NO LATER than ½ hour before race start time. Weight adjustments and re-tech can be made prior to the final inspection deadline of 15 minutes before race start time. No changes to the valve cover racer are allowed after tech inspection sticker is applied. Valve covers not passing tech inspection will be disqualified.

## The Track:

- The course shall consist of two (2) lanes on an incline three (3) feet high by eight (8) feet long, with a smooth transition to a level hard-surface run-out length of sixteen (16) feet. (Incline plus two (2) lengths of 8 ft. plywood)
- Each incline lane will be 18 inches wide divided by a center curb. Outside edge of the track will also have curbs.
- Mechanical “starting blocks” will be centered in each lane, 26 inches from the start of the incline. The blocks will operate together to start the racers simultaneously. The front of the racers will rest against the blocks.
- Finish line will be at twelve (12) feet from the end of the incline.
- The 2 lanes will be marked two (2) feet wide from the center of the incline edge to the finish line.

## Race Rules:

- The front edge of the first racer to reach the finish line is the winner of that race. If neither racer reaches the finish line, the car going the farthest wins.
- If the racer crosses any of the lane markings, or interferes with the other racer, it is disqualified.
- A single elimination format will determine the winners in each class. Depending on the number of cars entered, a double elimination may be possible (switching lanes). Winning racers will advance the next round in that class until there is a 1<sup>st</sup> and 2<sup>nd</sup> winner in each class.
- Choice of left or right lane will be determined by coin flip unless decided otherwise. In event of a tie, the racers will race again switching lanes.
- The 1<sup>st</sup> winner of each class will then compete against each other until there is one overall Grand Champion winner.
- Determination of compliance with the rules and regulations, and determination of race winners is the sole discretion of the judging official, and is final.

