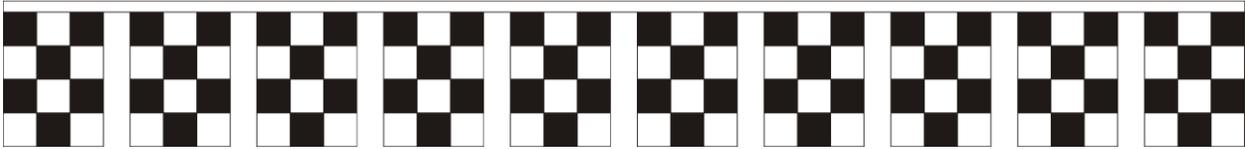


RANGER DERBY RACING

Excitement, challenge, competition, awards! Ranger Derby racing can add all these to your ministry! The Royal Ranger Derby Racing program was started with thoughts of having a project that a father and son could work on together, and to give the boy with no father at home an opportunity to learn with a father image...his leader or sponsor. The boys should build the cars and enter them at Ranger events. These may be local, Sectional or District competitions. Make this a major project and watch the excitement grow. With these thoughts in mind, let us encourage the boys to enter the competition and be a part of the race.

The following identifies the competition categories, the car specifications, and the racing procedures for the Ranger Derby Racing event at the Statewide Campout. Start your engines!



Trophies Awarded as Follows:

Ranger Kids	Fastest Car Design and Workmanship	1 st , 2 nd , 3 rd
Discovery	Fastest Car Designer & Workmanship	1 st , 2 nd , 3 rd
Adventure Expedition	Fastest Car Designer & Workmanship	1 st , 2 nd , 3 rd
Unlimited	Fastest Car	1 st , 2 nd , 3 rd

Car Registration

All cars must be registered at the Racing Headquarters between 9:30 am and 12:30 pm Saturday. Each car must pass inspection by the Official Inspection Team before it may compete. This team has the right to disqualify any car that does not meet the rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet the rules. Some additional notes:

- Each boy must register his own car
- Cars will be inspected for proper dimensions and weight
- Cars must be ready for racing when registering – no further handling will be allowed except to maintain the cars running condition.

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RULES AND REGULATIONS

1) LENGTH, WIDTH, HEIGHT AND CLEARANCE

- a) Maximum overall width (including wheels and axles) shall not exceed 2-3/4"
- b) Minimum width between wheels shall be 1-3/4" so the car will clear the center guide strip.
- c) Minimum clearance between bottom of car and track what be 3/8" so the car will clear the center guide strip.
- d) Maximum length shall not exceed 7-1/2".

2) WEIGHT AND APPEARANCE

- a) The weight shall not exceed 5.5 ounces. The readings of the Official Race Scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely build into the boy or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- b) Details, such as a steering wheel, driver, spoiler decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width, height and weight specifications.

3) WHEELS AND AXLES

- a) Only the Official Ranger Derby wheels and axles can be used. Axles may be polished. Wheels may be slightly sanded to remove the mold projection on the tread. Lightly sanding is the only wheel modification allowed. Beveling, tapering, thin sanding, wafering or lathe turning of the wheel is prohibited.
- b) Wheel bearings, washers or bushings are prohibited.
- c) The car shall not ride on any types of springs.
- d) The car must be freewheeling with no starting device or propulsion.

4) LUBRICATION

- a) Only dry lubricants, such as graphite, may be used. Regular oils and silicone sprays may soften the wheels.
- b) Cars may be lubricated before inspection. No further lubrication will be permitted.

5) GROUND RULES

- a) Cars can only race at one Statewide Campout. Cars run in a previous Statewide Campout are ineligible.
- b) The race will be a double elimination conducted according to the group classifications. The winners of each class will compete for the overall speed award.
- c) If a car jumps off the track or leaves its lane and interferes with another car, the heat will be run again. If the car jumps off the track a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- d) If a car suffers mechanical problems, loses an axle, breaks a wheel, etc., and repairs can be accomplished within a reasonable time, the heat will be run again. If not, the car will automatically lose the heat.
- e) There will be three judges at the finish line. Two of the three judges must agree on the winner or the heat will be rerun.
- f) Only the race official and the boys racing will be permitted into the registration and track area. This rule will be strictly enforced.

DESIGNER AND WORKMANSHIP AWARD

- 1) All cars must meet specifications and rules.
- 2) Judging the cars will be based on the following factors:
 - Originality (33%), Workmanship (33%), General appearance (33%)

UNLIMITED RULES

- 1) A Ranger of any age may participate in this race.
- 2) The car may be of any dimensions, but must run on only one lane of the track and fit behind the starting gate.
- 3) There is no limit on weight; however, the car must not damage the track or starting gate.
- 4) Any type of wheel or axle may be used.
- 5) Starting devices and motors are allowed.
- 6) Any type of lubricant may be used.

REMEMBER: one of the import lessons of the Ranger Derby Races is how to LOSE. Every boy that enters any race wants to win, but unfortunately, that cannot happen. No matter what place the car comes in, it can be displayed at the boy's home.