

Race Rules:

1. **Qualification:** All registered Awana clubbers & leaders may design, build and enter cars that are eligible to participate in the Awana Grand Prix event. We will have an **Open Division (24/7, Leaders, and Cubbies.) TNT, and Sparky** Division
2. **Essential Materials:** All cars entered shall be constructed from the "Official Awana Grand Prix Car Kit" (referred to below as the kit). Kits will be available during Awana nights.
3. **Competition Groups:** There will be three competition groups. One group will consist of clubbers from 3rd – 6th Graders, the second group will consist of clubbers from K - 2nd Graders and Open Division consisting of all others. The number of competition groups may change, depending upon the number of racers that enter.
4. **Competition Events:** There will be two competition events, "Speed" and "Design".
 - **Speed Event** – This will consist of a single round for each racing group. The **3 fastest finishers**, based on time, will receive trophies.
 - **Design Event** – All cars will be evaluated for **Representation** (how well the car resembles what it is meant to be), **Originality, Creativity**, and **design Input** (the effort that the clubber made in building the car).
5. **Attendance:** Each clubber **MUST** enter his/her own car. This means that the clubber must be present at registration to enter his/her car into the speed competition. However, if a clubber is ill and unable to attend the race, the car may still be entered into the design competition, but not the speed competition.
6. **"New Work":** Construction of ALL entries **MUST** have begun **AFTER** the start of the current Awana year.
7. **Single Entry per Person:** Only one car may be registered per clubber participating in the Grand Prix.
8. **Pre-Race Inspection and Registration:** Each car must pass a technical inspection before it may compete. There will be a pre-race registration period and all clubbers are encouraged to check their cars in at that time, instead of waiting until race day. Refer to the list of important dates for when pre-race inspection and registration will occur. (However, see Rule 10.)
9. **Race Day Inspection and Registration:** If a clubber fails to register his/her car by the pre-race registration date, the clubber may submit his/her car during the race day registration period. (However, see Rule 10.)
10. **Failure to Pass Inspection:** The Inspection Judges shall disqualify cars that do not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his/her car did not pass. Cars that fail inspection may be taken home for modifications and brought back no later than race day. Cars that fail the race day inspection will only have until the end of the registration period to make any necessary modifications, otherwise the car will not be allowed to compete.
11. **Car Numbers:** Clubbers will have the option of choosing a number for their car, from 1 to 99, on a first-come-first-served basis. Clubbers that do not chose a car number will have one assigned to them.
12. **Impound:** **No car may be altered in any way, that includes lubrication, after it has been registered.** After a car passes inspection, the Grand Prix Race Committee will store it until the race starts.

Car Design and Construction Rules:

1. **Material:** Race cars shall be constructed for this event from the parts contained in the Official Awana Grand Prix Kit (referred to below as the kit) as sold by Awana Clubs International. Materials from the kit may not be replaced, but "Add-On's" may be used.
2. **Weight:** Race cars may weigh no more than five (5.0) ounces (total weight) as determined on the official scale during the inspection and registration periods. The official scale will be available at the workshops, pre-race registration and during race day registration. Refer to the list of important dates for scale availability.
3. **Wheels and Axles:** The car shall roll on the wheels from the Awana kit, and the wheels shall turn about the axles from the kit. The axles shall be firmly affixed to the wood of the car body, but use of the pre-made 'axle grooves' is not required. It must be obvious to the judges that the wheels and the axles from the Awana kit are being used.
4. **Wheel Treatment:** A light sanding to remove flaws is allowed as long as the wheel retains the original width and diameter from the original kit wheels. Wheel shape may not be altered from the original condition (i.e. rounded, beveled, cupped, etc.).
5. **Unacceptable Wheel/Axle Construction:** The following may **NOT** be used in conjunction with the wheels or axles: washers, inserts, sleeves, bearings.
6. **Size:** Race cars may be no longer than 7 inches, not wider than 2-3/4 (2.75) inches, nor taller than 4 inches, as determined by the official gages during registration. Underside clearance of at least 3/8 (0.375) inches and inside wheel to wheel clearance of at least 1-3/4 (1.75) inches is required, so that the car will run on the race track.

7. **Weights and Attachments:** Weights and attachments may be added to the car and will be considered part of the car for purposes of all measurements. Weights and attachments are considered to be any material on the car that is not provided in the kit. All weights and attachments must be securely fastened to the car, e.g. by permanent glue, nails or screws, but not by "sticky substances", e.g. tape, or tack spray. Weights and attachments shall be passive (i.e. non-movable, non-magnetic, non-sticky, etc.).
8. **Gravity Powered:** The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions that may catch on the starting pin.)
9. **Lubricants:** Lubricants must be dry at the time of inspection and racing. Lubricants may not foul the track, so all excess lubricant shall be wiped off. There will be a "Lubrication Area" set up at the race for application of all lubricants, as these can be quite messy. **Once the car passes inspection and is impounded, NO further lubrication will be allowed.**
10. **Staging:** The entire car must stage behind the starting pin. No part of the car is to extend over the top of the starting pin.
11. **Body:** The car body may have no moving parts.

Conduct of the Race:

Track officials are responsible for the proper conduct of the races. Decisions of track officials on questions of rules interpretations and procedure may be appealed to the Race Commissioner.

1. **Race Day Lubrication** - There will be a "Lubrication Area" setup at the race. Lubrication may be applied before a car passes inspection, but once a car is impounded, no further lubrication will be allowed.
2. **Car Handling Responsibility** - Clubbers shall be responsible to stage their own cars at the starting line by eye, to retrieve their cars at the finish line (after the race has been called) and return their cars to the "Staging Area" after their heat is finished. If, in the opinion of the Race Commissioner, a clubber's physical limitations prevent him/her from fully complying with this requirement, the clubber may nominate an assistant of approximately the same age who will serve in this capacity. In any case, the clubber shall participate up to his/her limitations.
3. **Lane Assignment** - Lane assignments will be chosen at random, using race management software.
4. **Car Interference** - If, during a race heat, a car leaves its lane and, in doing so, interferes with another racer, then if applicable, 5 (five) minutes will be allowed to make repairs to the car and then the heat will be rerun. If the problem occurs again, the car at fault will be disqualified and the heat will be rerun, without the interfering car. (However, see Rule 7.)
5. **Car Leaves Lane** - If, during a race heat, a car leaves its lane and, in doing so, interferes with another racer, then if applicable, 5 (five) minutes will be allowed to make repairs to the car and then the heat will be rerun. If the problem occurs again, the car at fault will be disqualified and the heat will be rerun, without the interfering car. (However, see Rule 7.)
6. **Car Leaves Track** - If, during a race heat, a car leaves the track without interfering with its opponent then if necessary, 5 (five) minutes will be allowed to make repairs and then the heat will be rerun. If the problem occurs again, the car at fault will be disqualified and the heat will be rerun, without the problem car. (However, see Rule 7.)
7. **Track Fault** - If a car leaves its lane, the Official Starter will inspect the track and, if a track fault is found which probably caused the violation, the Official Starter will order the race heat to be rerun after the track is repaired.
8. **Car Repair** - If, during the race, a wheel falls off or the car becomes otherwise damaged, then the clubber may, to the best of his/her ability perform repairs **with the assistance of a Pit Crewmember**. If a car is damaged due to a track fault, or damage caused by another car or person, then the Race Commissioner, may allow additional repair assistance to the clubber. All car repairs will be conducted in the "Pit Area" and will be limited to 5 (five) minutes or until the car is scheduled to race in its next heat, whichever is greater.
9. **Call to Race** - When the clubber is called by name, the clubber will retrieve his/her car from the "Check-In Area" and report to the starting line. If the clubber does not respond, his/her name will be called again. If the clubber has not presented himself/herself in time for the heat, the clubber will be disqualified for that race heat.
10. **Racing** - Each racer will race at least four times, once on each lane. When a racer's name is called for their heat, they will get their car and report to the starting line. Clubbers will place their car on the starting line and then wait at the finish line until the heat is over. Once the heat is over, clubbers will return their cars to the staging area until their next heat.
11. **The Race Area** - Only race officials may enter the "Race Area", with the exception of clubbers placing their cars on the starting line and retrieving them from the finish line. This rule will be strictly enforced.
12. **Scoring** - Race results will be scored by elapsed time, as determined by an electronic timing system. If the timing system fails, points will be awarded based on finish place as determined by the finish line judges.