

East Pointe Awana Grand Prix Rules

- 1. Qualification:** All registered Awana clubbers, leaders, and adults may design, build and enter cars and are eligible to participate in the Awana Grand Prix event. Only one entry per clubber is allowed.
- 2. Essential Materials:** All cars entered shall be constructed using the official Awana Grand Prix car kit sold from the East Pointe Awana Store at \$4 each. The *wheels and axles must be from the kit*. You may use additional materials such as wood, metal, plastic as long as the construction does not exceed weight and size requirements.
- 3. Competition Groups:** Competition groups are divided among the different clubs i.e. Cubbies, Sparks, T&T Boys and Girls, and adults. Clubbers can only win one trophy. The priority for trophy awards are Speed, Design, or Best Paint job.
- 4. Competition Events:** There will be three competition events:
 - 🏁 **Speed Event** –The three fastest cars will receive 1st , 2nd , or 3rd place Speed trophies. Each car will race three times and the computer will track times.
 - **Design Event** – All cars will be evaluated for representation (how well the car resembles what it is meant to be), originality, creativity, and kid input (the effort that the clubber made in building the car based on clubber age). The three best designs whose designers did not win a speed trophy will receive 1st , 2nd , or 3rd place Design trophy.
 - **Paint Job** – All cars will be evaluated for paint and paint details including color, logos, striping, etc. Car should not have painted numbers as they will be assigned by the racing software. The three best paint jobs whose painters did not win a speed or design trophy, will receive 1st , 2nd , or 3rd place Best Paint Job trophy.
- 5. New Work:** Construction of all entries must have begun within two months of the race date. A car should not have raced before.
- 6. Pre-Race Inspection and Registration:** Each car must pass a technical inspection before racing. All clubbers must check in their cars during pre-race registration.
- 7. Inspection Procedure:** If a car does not pass inspection, the owner will be informed of the reason his/her car did not pass. Cars that do not pass inspection may be modified at the Pit Table and brought back for re-inspection and registration prior to the end of the registration period (Wednesday prior to race Wednesday).
- 8. Car Numbers:** Cars will be assigned numbers for registration purposes in the form of a sticker placed on the top of the car. Other numbers on the car are not considered official.
- 9. Car Storage:** Cars may not be worked on (including lubrication) after final registration and inspection. After a car passes inspection, a Grand Prix Race official will move the car to storage.

Car Design and Construction Rules:

- 1. Material:** Cars shall be constructed from the parts contained in the official Awana Grand Prix kit as sold by Awana Clubs International. Additional parts/wood can be added for designs.
- 2. Weight:** Cars may weigh no more than five ounces (total weight) as determined on the official scale during the inspection and registration periods. The official scale will be available at the Pit Party workshops and pre-race registration.
- 3. Wheels and Axles:** Only wheels and axles from the Awana kit may be used. The axles shall be firmly attached to the car body. Use of the pre-made car body axle slots is not required.
- 4. Wheel Treatment:** Wheels may be shaped or trimmed as desired. Original wheel diameter must be maintained.
- 5. Wheel/Axle Construction:** Washers, inserts, sleeves or bearings may not be used.
- 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. While not a requirement for our track, it is a good idea to ensure an 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 to avoid contacting the track guide strip.
- 7. Weights and Attachments:** Weights and attachments may be added to the car and are considered part of the car for purposes of all measurements. Weights and attachments are any material on the car that is not provided in the kit. All weights and attachments must be securely fastened to the car by permanent glue, nails or screws, but not by "sticky substances", such as tape or tack spray.
- 8. Gravity Powered:** The car may not be constructed or treated in such a way that the track's start gate gives extra momentum to the car. (For instance, sticky substances on the front of the car, magnets or protrusions that may catch on the start gate.)
- 9. Lubricants:** Lubricants must be dry at the time of inspection and racing. Wipe off all excess lubricant. There will be a Pit Table set up during registration for application of all lubricants. Once the car passes inspection, no further work, including lubrication, on the car is allowed.
- 10. Staging:** The entire car must stage behind the start gate. No part of the car is to extend beyond the start gate.
- 11. Body:** The car body may have no moving parts that may assist in providing extra momentum to the car. Decorations such as feathers, flowers, etc. may be allowed provided that they do not exceed the overall dimension requirements and they do not interfere with another car.

Conduct of the Race:

- 1. Car Handling** - Clubbers will not handle their car once it has been registered with exceptions below. Clubbers will not be permitted in the race area. The Official Starter and assigned assistants will place and retrieve all cars. Upon calling car numbers to be raced, children should stand in the designated race box area.
- 2. Lane Assignment** - Lane assignments will be selected by the race management software.
- 3. Car Leaves Lane** – If a car leaves its lane during a race heat and interferes with another car, 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. Five minutes will be allowed to repair the car prior to rerunning the heat as required. (See Rule 6.)
- 4. Car Leaves Track** – If a car leaves the track during a race heat without interfering with another car, the heat will not be rerun. Five minutes will be allowed to repair the car prior to running the next heat. (See Rule 6.)
- 5. Track Fault** - If a car leaves its lane due to a track fault, the Official Starter will inspect the track and, if a track fault is found, the Official Starter will order the race heat to be rerun after the track is repaired.
- 6. Car Repair** – If a wheel falls off or the car or becomes otherwise damaged during the race heat, the clubber may repair the car with the assistance of a Pit Crew member. All car repairs will be conducted in the Pit Area and will be limited to five minutes or until the car is scheduled to race in its next heat, whichever is greater.
- 7. Call to Race** - When the clubber is called by name, the clubber will move to the designated race box area.
- 8. Racing** - Each clubber/car will race three times. (Note: we do not use the double elimination method. Instead we record the times of each car and award the speed trophy based on the average time).
- 9. The Race Area** - Only race officials may enter the Race Area.
- 10. 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.