

Oroville Pack & Troop 29 Soap Box Derby

GENERAL RULES

1. Each team member must sign a waiver before competing at check-in.
2. Teams are limited to 5 members total. 2 in the car and the other 3 are allowed to push at the start.
3. Participants can sign up in either of 2 classes.
 - a. **JR class:** The JR class may consist of one driver age 6+ with the rider being 10+ of age (recommended braking controls are used by older participant) , or both occupants being over 10 years of age, or a solo driver of 10+ years of age.
 - b. **Adult class:** this class participants in car must be 18+ of age.
4. Each team will be allowed a 10-yd push from the start line, marked on the ground. The pushers cannot step outside the push zone. Failure will cause team DNF and take a last place finish for that race.
5. Penalties for rough driving, intentional damage, or any other unsafe action can be assessed and assigned at Race Directors discretion at any time.
6. If multiple penalties happen with multiple teams the rule of “first is worst” will rank penalties.

CAR RETURN

1. Cars must have a tow loop or hook attachment to the front of the car.
2. Teams will be allowed to have their own push/tow vehicle.
 - a. Push/tow vehicles may be UTVs, Quads, or Golf carts. No trucks or cars will be allowed on the race course
 - b. Push/tow vehicles can only be operated by a registered team member.
 - c. Operators must comply with local laws requiring helmet use while operating certain vehicles
 - d. Push/tow use on race course will only be allowed with official’s permission, and never when a race is in progress.
 - e. While towing or pushing, a 10mph speed limit is enforced
 - f. You can have a push pole but it cannot exceed 10 feet, and must be detached from car during race.

RACE FORMAT

1. Race format will be a double elimination bracket racing
2. 4 cars will be able to race at a time.
3. Lane selection will go as follows:
 - a. First round bracket lane choice will go off of preregistration sign-ups.
 - b. Each subsequent bracket line up will go off finishing position, race 1-1st gets first lane choice, race 2-1st gets second pick, race 1-2nd place gets 3rd choice, and race 2-2nd place gets 4th choice.
4. If a car ends up having to run back-to-back runs in a format, the team will be given a 5 min reset and work time if requested.
5. First 2 across the finish line will advance to the next "winners' bracket", last 2 will with move to the "losers bracket".
6. In the losers bracket its single elimination where top 2 advance and bottom 2 are eliminated and are done racing.
7. The semi-finals in both brackets will be only 1 advancing
8. Finals will be the top racer from the winner bracket and top from the losers bracket, if the top racer from the winners bracket wins the race is over, if they lose the race is ran again as it is double elimination.
9. In the event of cars not completing the course, finishing position will be based off of who traveled the farthest down the course.
10. In the event of a crash, racers are allowed to exit the vehicle to right the vehicle and if able to continue, re-enter their cars, and complete the course.

RIDERS

1. Full face Helmets are required on both riders. No open faced bicycle type helmets allowed, DOT or SNELL rated helmets are recommended for your safety.
2. Push start crew are required to wear a helmet when in the starting area, any hard-shelled helmet is allowed.
3. Eye protection must be goggle or built in visors, no sunglasses or safety glasses.
4. Riders are required to wear elbow and knee pads during their race.
5. A seated driving position is mandatory – head and body must stay in car.
6. No body part may extend past the front bumper of your car.
7. All Participants MUST have all required safety gear at Pre-race tech inspection to complete registration.

CARS

1. Cars must be gravity-powered. No kinetics or wind propulsion, engines, or other means of acceleration are allowed.
2. Cars must have seatbelts installed.
3. Cars must have functional brakes.
 - a. We recommend testing your brakes in a variety of scenarios before you enter the race course!
 - b. Your brakes will be tested in the pre-race tech inspection ; cars that are deemed unsafe will not be allowed to compete.
4. Steering controls must be in front of all members inside the car (drivers and passengers).
5. Cars may be built as riders are side by side or inline as long as the cars fits within the build dimensions.
6. NO exposed sharp edges are allowed.
 - a. Sheet metal edges must be folded over or hemmed
7. No spikes or protrusions to cause harm to riders or damage to other cars will be allowed.
8. Cars must have at least two wheels in contact with the track at all times.
9. Maximum car dimensions:
 - a. May not exceed 5 feet or 60 inches in width.
 - b. May not exceed 10 feet or 120 inches in length.
 - c. May not exceed 6 feet or 72 inches in height .
 - d. May not exceed 500 pounds for JRs class and 700 pounds for adult class in weight with occupants in car.
10. Luges or skateboards do NOT qualify as a derby car. Additionally, teams are not permitted to used skateboard or caster wheels.
11. Suspension systems are allowed to help with any potential track obstacles

TECH INSPECTION

1. Cars will go through a pre-event tech inspection for all rules before completing check-in registration.
2. Cars will be checked before each run for safety concerns.

Items inspected may be:

 - a. Any unsafe sharp edges
 - b. All steering and brake components work and are not loose or about to fail
 - c. No items may fall off to create a track hazard
 - d. All riders safety gear meets rules and is properly secured
 - e. Any other item deemed not safe for a race
3. Items deemed not safe MUST be mitigated before being allowed on the course.
4. Teams will be allowed to request a 2-min hold on their race for any safety repairs before getting a DNS on that run
5. Post race inspections of advancing cars will be at the discretion of the Race Director.

PROTESTS

1. Any decision of an official race or tech can be officially protested by a registered member of a race team
2. Race teams have 10 mins to officially protest to the race director in writing from time of decision. Legitimacy of a car has no time limit to protest.
3. There will be a \$5 protest fee, paid to the winner of the protest decision. Fee must be paid with written protest form at time of protest. Forms will be available at tech inspection booth.
4. As officials are human, mistakes can be made. Picture, video and GoPro proof is highly recommended for any evidence to help overturn decisions.
5. If no evidence is presented, the decision of staff will stand.