

K1Students – 10 Grand Prix Rules

Katsfirst.org/10grandprix

Key Dates and Information:

- If you need assistance cutting your car, drop off in the welcome center **4/6 or 4/10 (We will have them back 4/13 and 4/17 respectively)**
- The 10 Grand Prix will be **May 1st** following Church Life Night (about 5:45 pm)
- **Be sure to register your car to race at katsfirst.org/10grandprix**
 - *There is no limit to the # of cars you can register and it is not required you build a new car

The 10 Grand Prix is a high-octane, adrenaline-fueled race. Competitors design, build, and decorate gravity powered pinewood derby cars and race them down a 42' track in a test of design and speed. It doesn't matter if the car finishes in first or last, everyone will remember the fun they had at the 10K Grand Prix. There will likely be several different types of cars entered such as Awana, Boy Scouts, and others. The various entries will be separated into divisions depending on how many entrants there are in each division.

Rules:

1. All four wheels and axles must be used on your car.
2. Total Car Height: Not to exceed 5" inches (to fit under the finish line gate)
3. Total Car Length: Not to exceed 7" inches
4. Total Car Width: Not to exceed 2-3/4" inches
5. Total Car Weight: Not to exceed 5.0 ounces (Or 143.00 grams)
 - a. *Additional materials may be added as long as they conform to the dimensions and weight above
6. Track Center Rail Height : 1/4", We suggest minimum of 3/8" car height*
7. Track Center Rail Width : 1 5/8", We suggest 1 3/4" clearance between wheels*
 - a. * See diagram below
8. Wheelbase: Any, as long as wheels do not exceed the 7" total car length maximum
9. No Angling, Reshaping, Round Crowning, Tapering, H-ing, V-ing, or Dishing the outside of the wheels and/or the tread surface. (Sanding, lathing, and trueing of the wheel is allowed, but the tread must remain flat. While the tread surface must remain flat, you are allowed to cant your axles and wheels)
10. No Modification of the wheel tread width is allowed (no razor wheels)
11. Axle lubricants can be used as long as they are not applied near the track or make contact with the track.

The Following Modifications are **NOT** allowed:

- Starting or finish line devices
- Aftermarket wheels or axles that are not Awana or Boy Scouts of America. Wheels and axles of the fastest cars will be inspected after the race.
- Glass or extremely fragile parts
- Paint that is wet, smudges or extremely sticky
- Bearings and/or Bushings on the wheels or between the axle and the wheel are not allowed.
- Sharp objects, sandpaper, or abrasives on the bottom of car (We do not want any damage to the rubber stopping pads)
- Axles and/or wheels attached to any device that mechanically alters rotation and spin (No Motors)
- Any part of the car that extends beyond the starting peg
- Propellants or any devices designed to provide thrust. (No rockets, no propellers)

Frequently Asked Questions:

Q: Unsure where to start or confused by the rules?

A: The wood block, axles, and wheels provided in your kit meet all rule requirements. There are also many helpful articles online. (See attached diagram)

Q. What types of lubricant are allowed?

A: Wet or dry lubricants are both allowed as long as they meet Rule 11 requirements.

Q: I found some good speed secrets/tricks online; can I try them on my car?

A: These rules list the minimum and maximum dimensions of the car and things expressly not permitted. If these rules don't expressly outlaw a safe, specific, method or speed secret, the method or speed trick is permissible.

