

GOLF MANOR RACE DAY

WHAT TO EXPECT ON RACE DAY

STOCK check in: 7:30am (Racing will occur rain or shine)

SUPER check in: Noon (Racing will occur rain or shine)

Driver and **two car handlers** (handlers must be able to lift the car on and off a trailer) must check in prior to time listed above based on division you are racing. Failure to check in could result in disqualification. Please be sure to wear close toed shoes. No sandals are allowed. The less bulky the drivers shoes are the easier it is to enter and exit the car. (ie – swim shoes, old ballet shoes)

First time drivers who will need a practice run – please try and get to the scales as soon as possible – this will help speed up the process of getting the official race underway. **NOTE: If the race committee determines that a driver cannot safely drive or stop a derby car for the safety of that driver and those in attendance the driver will not be permitted to race.**

Drivers' Meeting - Approximately 9:00 a.m. for STOCK race.

Drivers' Meeting – Approximately 12:30pm for SUPER race.

There will be a short drivers meeting – drivers and handlers will be called to a designated area. At the drivers' meeting the race directors will go over the rules and will discuss the wheel swap. Immediately following the drivers meeting, all first time drivers will be allowed to take a practice run. Those drivers and handlers should get their car and proceed to line up and load on trailers to head to the starting ramps. **Remind your driver that during the entire race from the time they leave the ramp until they come to a complete stop after the finish line, they must keep their hands on the steering bar (it consists of two rounded circles at the top of the steering column, see picture at end of this letter for reference) until the car has come to a complete stop. If at any time during a run down the track a driver has an issue or is uncomfortable with the speed of the car or feels unsafe they should immediately apply full brake. Someone will come and help them.** We will begin the actual race after all new drivers have completed test runs. Drivers' names will have been randomly drawn in a process determined by the race director and placed on the heat sheet brackets.

The Race

Two drivers will compete in a heat. A heat consists of two phases (phase A and phase B). Driver's number will be called and they will need to swap two wheels based on the wheel swap for the race. After wheels have been exchange drivers head to the designated area and line up at the starting ramps with your opponent for the phase A heat.

After the cars have crossed the finish line and come to a complete stop (in the run out area), drivers are to get out of their cars and they will be assisted in putting the cars on the trailer by the drivers designated finish line car handler and volunteer. Cars and drivers will be transported to the top of the hill for phase B. The driver's designated hill top car handler will help retrieve the car from the trailer and returned to the designated wheel swap location. Driver and opponent from phase A will exchange **all four wheels** and proceed together to the starting ramps for phase B. Drivers will now race in the opposite lane raced during phase A. Upon completion of the heat, the cars will return to their designated pits, **switch two wheels from your opponents car so you have the wheels you started with at the beginning of the heat. YOU SHOULD HAVE ALL FOUR OF YOUR WHEELS AFTER RACING EVERY OPPONENT. CONFIRM ALL FOUR WHEELS HAVE YOUR CAR NUMBER ON THEM.**

Determination of winner of heat

This a double elimination race. The winner of a heat is determined by time differential. Example: Car 163 –v– Car 192

WINNER (car 192) will advance in the bracket; car 163 will be placed in the CHALLENGERS bracket and continue to race until he/she has a second loss.

EXAMPLE: Heat 1; phase A car 163 wins by .062 seconds Heat 1; phase B car 192 wins by .086 seconds Winner: Car 192 by .024 seconds

The city race day will consist of a double elimination race and a single elimination race. Each driver is guaranteed to drive at least six times each race.

Code of Conduct

Everyone wants this to be a fun, enjoyable experience for the drivers and race teams. Please promote good sportsmanship. Be respectful of other drivers/race teams and their cars. Some drivers rent cars from the Cincinnati Club, while other drivers have brought their own personal soap box car for race day.

Steering wheel picture, drivers must hold onto each of the two handle bars from the time they leave the ramp until they come to a complete stop at the end of the race.

