

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

After the driver meeting wheels will be distributed based on random selection. Each driver will select a box of wheels. This is called a 0-4-0 wheel swap. They will proceed to put those wheels on their car in the proper position as marked on the wheel (LF, RF, LR, RR). Be sure to put the wheel pins back in with the rounded part facing the front of the car. Two drivers will compete in a heat. A heat consists of two phases (phase A and phase B). Driver's number and name will be called to the registration table for a lane ticket Drivers will introduce themselves to each other and head to the designated area and line up to load their cars on a trailer to go to the top of the track. (PLEASE BE SURE YOUR DRIVER IS IN THE VEHICLE and your car and opponents car are next to each other on the trailer for offloading at the top of hill.) Once your car is unloaded at the top of the hill proceed to the starting ramps with your opponent for the phase A heat. Driver with the lane ticket is assigned to LANE 1.

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 proceed 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. **DO NOT DO ANYTHING WITH YOUR WHEELS. You will start the next race on those set of wheels. CONFIRM ALL FOUR WHEELS HAVE THE CAR NUMBER ON THEM.**

AT THE BEGINNING OF YOUR NEXT RACE you will be called to the registration desk to find out your next opponent. Driver in LANE 1 will receive the lane ticket and both drivers will take their cars to the trailer to load and transport to the top of the hill. YOU DO NOT CHANGE WHEELS PRIOR TO RACING A NEW OPPONENT.

This is the same wheel procedure we will be using at the Local race on May 31st.

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.

