

Mayhem Division - Rules



Garden City Drags



I. Eligibility – Registration

- This is open to anyone that would like to build and or race a Specialty Vehicle, i.e. one that doesn't fit in another category
- **Pre-race registration is required.** You can register by contacting Stacie Cline at stacie.cline@scouting.org or calling 406-490-3848. Cost to enter a Specialty Vehicle is \$20

II. Body Specifications

- You can use a **BSA Pinewood Derby Kit or Kits** or you can **make your own** as long as it meets the Body Specifications. Bodies can be made out of Pine, Balsa, Basswood, Aspen, to name just a few any material may be used that does not interfere with the equipment or the other vehicles
- **Width** - of Vehicle is not to exceed 3 3/8 inches
- **Length** – Maximum Length of vehicle is not to exceed 12 inches
- **Height** – Must have clearance under Finishing Gate – not to exceed 5 inches
- **Center Rail Clearance** – Vehicles must clear the center rail which is 1 5/8 inches wide by 1/4 inch tall along the entire length of the vehicle.
- **Weight** – Maximum weight not to exceed 10.0 ounces
- **Body Design** – may be enhanced by adding other stable materials such as plastic, metal, or details. All additions must be firmly attached and conform to size specifications. No loose materials will be allowed.
- **No Part of the Vehicle can extend beyond the starting peg on the track what so ever.**

III. Prohibited Items that can NOT be used

- No magnets, springs, propellants, or propulsion system, no wet paint or sticky substances, no glass or excessively fragile parts. Electronic or lighting devices must be turned off during race. No bearings, or any device that mechanically alters the rotation or the spin of the wheels.

IV. Wheels

1. Any
2. 31.00mm maximum diameter

V. Axles

1. Any

VI. Lubrication

1. Graphite, Teflon, Nyoil or Krytox only

VII. Race Operations and Miscellaneous Rules

- **All Vehicles MUST pass inspection before being allowed to race based on the rules stated in I. through VI.**
 - An approved inspected Vehicle will then be checked in and not be touched by anyone but the race officials until the Vehicles are released by Race Officials.
 - All lubrication of wheels must take place prior to final inspection check in
 - Officials have the Right to Disqualify Any Vehicle, which does not meet all of the stated rules and specifications. The Officials Decision is Final.
 1. Appealing a decision – if a Race Official makes a ruling and you wish to appeal it – all Officials will be assembled and based on majority rule the decision will be upheld or overturned.
- **Each Vehicle will race multiple times in different lanes**
 - Each race is timed with electronic equipment.
 - In the event the equipment fails, the race(s) will be re-run.
 - The slowest time will be dropped and the **average of the remaining times will determine the results** for each racer – **Composite Time**
 - In the event of a tie(s) a run-off will be run between any of the Vehicles needed to fill the slots for the finals race using the same method of running once in each lane and taking the average of the fastest 3 times.
 - **Fastest Vehicles will advance to Finals Race** *Based on total number of entries will determine if a finals race is needed... **determined the day of the event**
 1. Final Races awards will be based on the average of 3 times in this Final Race – dropping the slowest time – composite time.
 2. In the Event of a Tie a run-off as described above will be run
- **During Races**
 - If a Vehicle jumps the track and interferes with another Vehicle, then the race will automatically have to be re-run.
 1. If the same Vehicle jumps the track again, then it is disqualified (after interfering)
 - If a Vehicle jumps the track and does not interfere with another car, and finishes the race it will not be re-run.
 - If a Vehicle jumps the track and does not interfere with another car, but does not cross the finish line a time of 9.9999 seconds will be assigned to that car's race.
 - If an item affixed to a Vehicle falls off during a race, and in the opinion of the race official the Vehicle is still able to race, repairs will not be allowed.
 - If a Vehicle suffers a mechanical failure or is unable to finish, the individual will be allowed 3 minutes to make the repair under the supervision of a race official. No weight can be added as part of the repair action. If the Vehicle is unfit to race after the 3 minute period, or becomes disabled after further racing, it will be disqualified and taken out of the race. No other modifications are allowed – such as re-lubing, only the repair to the item(s) can be performed.
 - Any Vehicle that is discovered to be illegal during the competition by a Race Official will be disqualified from competition.

