AWANA GRAND PRIX RULES

1. Cars raced in previous years are not eligible. All participating cars must be built specifically for this race.
2. Clubbers must use Awana wheels, axles and wood blocks or cars. Additional features (windshields, weights, decals, etc.) can be added.
3. The wheels should not be inset into block of wood. The lanes strip specification is 1 ¾ inches. If wheels are inset they will not fit over the lane strip and cars cannot race.
4. The Awana name must be visible on the side wall of the wheels. No modifications can be made to the car wheels (the wheels cannot be cut, drilled, beveled, coned, etc.
5. The front of the car should not come to a point so that it is hard to set behind the starting peg.
6. The front of the car should be low and not slope so that the car tends to extend over the starting peg.
7. The front of the car should not be notched so that any part of the car extends past the starting peg.
8. The car must be freewheeling with no starting devices.
9. The maximum allowable weight is 5.00 ounces.
10. The maximum length is 7 inches. The maximum width is 2 ¾ inches. The maximum height is 3 inches.
11. The chassis should not be lower than 3/8 of an inch from the ground.
12. The car number should appear somewhere on the car, but it can be on the bottom.
13. After registration and check-in no alterations of the car is allowed. This means that final preparation and lubrication must be done before check-in. Only dry lubricants such as graphite are permitted.
14. All entrants must have participated in the design and/or building of their car. The car should not be totally designed and built by an adult.
15. As much as possible, the builder of a car should be the only person that touches it or picks it up. Allow clubber to place their own cars on the track prior to a race and to remove them after a race. If the starter notices a car is not properly aligned prior to a race, he or she should call the clubber back to adjust it.
16. If a car jumps the track during the race, begin the race over. If a car jumps the track three times, it is eliminated. Begin the race again with the remaining cars.
17. Do not allow clubbers to race their cars against each other after the event. If a non-winning car defeats a trophy-winning car, it could cause problems.