

Girl Scouts of the Jersey Shore

2025

Derby Rules and Regulations

In the interest of fairness to all participants, any parent, or scout who ignores or disobeys the GSJS Derby rules as set forth below, or disobeys appropriate Scouting behavior, will result in disqualification. Each car must pass a tech inspection by Officials before their car will be allowed to race. The Officials have the authority to disqualify those cars which do not meet these specifications.

The Inspection Points are as follows:

Body:

- A. Official kits only, can be purchased at Council
- B. Pre-shaped (kit) cars are not allowed.
- C. Bodies of other materials will be grounds for disqualification.
- D. The body may be shaped, hollowed out, or built up if it meets all other specifications.
- E. Any additions to the body such as a steering wheel, drivers, paint and decals must be attached firmly.
- F. **NO glitter as it falls off and interferes with the races.**
- G. If any weight falls off the car on race day it cannot be reattached.
- H. No part of the vehicle body may protrude past the starting gate.
- I. Only vehicles constructed this scouting year are eligible to race.

Width:

- A. The vehicle width at the wheels may NOT be modified. It must be the same as the original kit.
- B. Cars must be No wider than 2 3/4 inches. This allows the car to fit on track and not obstruct vehicles in the next lane.
- C. Material may be added to the side of the car but can be no wider than the wheels.

Length:

- A. Length must be a maximum of 7 inches long. (To fit in the starting gate).
- B. Cars can be shorter if the front wheels do not extend beyond the front of the car.

Height:

- Overall height may not exceed 5 inches. (To fit under the scoring finish line)

Clearance:

- Minimum 3/8 inches from the surface. (To clear the track center guide rail) this includes weights

Wheelbase:

- A. A new axle slots may only be cut if original axel slots are unusable the new axel slots must be no more than 4 7/16 the distance between the front and rear axle must be the same on both sides of the car, no off set wheels.
- B. Extended wheelbases will not be allowed, shorter wheelbases are not seen as an advantage and are allowed.

Wheels& axles:

- A. Wheels are available in Black, Red, Blue, Orange & Yellow.
- B. Wheels may be sanded to remove the flashing (mold marks) only.
- E. The sidewall of the wheels cannot be sanded or altered in any way.
- E. NO reduction in width or diameter.
- F. NO change in shape.
- G. Wheels may be lubricated with dry graphite only. NO liquid lubrication.
- H. The original nail/axle may be cleaned up by removing burr and molding marks.
- I. **NO 1-piece axles**, NO bent Axels, NO washers, NO bushings, NO bearings, NO springs are permitted.
- J. NO aftermarket axles. The axels must be the nails provided with the kits or wheels.
- K. Axels can be glued in with clear glue, **but cannot be covered in any other fashion, such as metal plates or weights. They must be visible.**
- L. 3 wheels must touch the track.

Weight:

- A. Cars must not exceed 5.0 ounces and must be a minimum of 4.0 ounces
- B. Girl Scouts Scale (s) is the official scale(s) for this event. Cars may show as 5 ounces on a less precise scale but be overweight on the official council scale.

Misc:

- A. Vehicles must free wheel with no stored energy or movable weights.
- B. The kit has no designated front or back to the supplied body, either end may be the front.
- C. Each car will be assigned a Racing number. Numbers will be placed on the top of the car at the rear after it is scaled. These are the numbers that will be used to identify your car during the race and at pick up.
- D. Please mark the car with 'F' or 'Front' on the underside of the car to indicate the front of the car.
- E. The front of the car should have a square nose where the car meets the starting pin.
- F. No indentation on the nose where the starting pin touches the car.
- G. The car must meet the starting pin and be completely behind the pin.

Unspecified rules:

- The Girl Scout Derby is meant to be a family activity with as most of the building being done by the Scout with guidance and assistance by her family. If a building technique or rule was not addressed in this document, clarification can be asked by contacting council. The Race officials have the final say over all rules and regulations.

Race Day Rules:

- A. Cars will be handled by racing officials only.
- B. Any and all race day adjustments after inspection will be made by an official only.
- C. The computer will determine the heat schedule, race finalists, and winners
- D. Participants will need their Driver's license to claim their cars.

Check- In and Scoring Procedures:

- A. Cars must check-in a one of the check-in nights before the derby. **Scouts must be present to check the car in.**
- B. When Scouts arrive, they will be issued a driver's license with an assigned number at registration. This will be their number during all heats.
- C. After registration all cars will be taken to the tech table to be checked in by race officials. All cars presented at the tech table should be race ready. If the official determines that a car needs adjustments to meet the rules, then the official will review the changes with the Scout, and the Scout will be giving the opportunity to make the corrections.
- D. Cars that are check-in will be sequestered in a secured location.
- E. A clean race is one in which all cars start evenly, and each car stays on the track for the length of the track and does not impede the operation of another car
- F. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle or other problem as determined by the race officials, the heat will be re-run. The officials will make any repairs necessary to the car. No additional lubricant may be added during the repair process.
- G. If the same car gets into trouble on the second run, the contestant will be disqualified. If on the second run, another car is interfered with, the heat will be re-run without the disqualified car.
- H. Each car will run 3 heat races (one heat on each lane).
- I. The computer will determine the heat schedule, race finalists, and winners
- J. Each car will receive an average time based on the 3 heats. The average time will be used to determine finalists and winners.
- K. The electric timer on the track will select the order of finish. In the event of a timer problem the heat will be re-run.
- L. Awards will be given to first, second, and third place winners at each level. Patches will be given to all participants.