



# Shuswap Friendship Day **SOAPBOX DERBY RULES AND REGULATIONS**

There are eight basic requirements for derby cars and participants:

## **1. Gotta Go!!!**

a. Each derby car must be gravity powered. No motors or engines. There is no limitation on size, weight, materials or designs. When using wood it is suggested that you use screws rather than nails and be sure to use plenty of wood glue.

## **2. Gotta Turn!!!**

a. Simple pivot steering is the most basic and common steering system. Basically, the front axle is a solid piece that rotates about a single pivot in the center. This system is the most simple to construct and is quite adequate since you will not need a big turning radius.

b. Four bar linkage is like a steering mechanism that you might find in your automobile. It is more complex and harder to construct and thus it is seldom recommended. Whatever method of steering you use, it is not wise to limit it to the range of your car. The derby will be run on a straight course so that there will be little need for sharp turns. Please do not design your car to turn on a dime, it is not safe and may cause your car to flip.

## **3. Gotta Stop!!!**

a. Skid pad on the wheels is a very basic, yet very effective braking method. In this method, you set up a pad or brake shoe that rubs against the wheels to stop the car. This is the most preferred method for cars made from scratch because of its effectiveness and simplicity.

b. A skid pad on the ground is similar to the first option, but instead of a pad contacting the wheels, it contacts the ground. This method is a little more complex to construct and probably less effective than the pad on the wheels method. However, this is the method that was first used in soapbox racers.

c. Caliper brakes on the wheels are like your basic bicycle brakes. This method works great although the construction needs to be fairly concise for the brakes to be effective.

d. Anchor or parachute could be used – but, *JUST FOR FUN!* Regardless of the braking system that you choose the most important thing is that the car must be able to stop. Good brakes will go a long way in preventing crashes.

## **4. Gotta wear a Helmet!!!**

a. Helmets are a must! Please do not alter helmets in any way that would change their effectiveness. Cars will not be allowed on the track unless the driver is wearing a helmet. Elbow pads are also strongly encouraged.

## **5. Gotta have Permission!!!**

a. Be sure to pick up an entry form/permission slip before the race. All drivers under the age of 18 must have the permission slip signed by their parent or guardian to enter the derby. **Entry forms need to be turned into Downtown Salmon Arm by 5:00 pm on June 12th.** Please note that permission slips must be signed in order to race.

## 6. Gotta have a Team!!!

Three person minimum per team, pusher(s)/ driver(s) arrangement is up to team to decide. (All entrants should be involved in the process of creating/building their carts)

## 7. Gotta be Creative!!!

- a) Points are given for 30 second pre-race performance
- b) as well as Creativity of team and car

## 8. Gotta get POINTS!!!

- a) Points will be awarded for:  
above mentioned creativity & showmanship
- b) how the car holds up
- c) race time

**NOTE: This event will heavily rely on volunteers to see it through. If anyone or any group wants to be part of this day note areas below that are open. See “Events” under [downtownsalmonarm.com](http://downtownsalmonarm.com) and find volunteer registration sign-up and forms there.**

### Workers:

- Racer start
- Racer finish
- Points keepers (keep record and tally of points accrued)
- On side helpers (keep bales for barriers set)
- In the pits/top of course coordinators (getting racers up to the line when they need to be. Will be using walkie talkies to communicate)
  
- **Judges (5): for pre-race performance and creativity**
  
- **Announcer** – great opportunity for local radio station?
  
- **First Aid attendants and or tent in pits**
  
- **Construction of platforms** if needed for start, and small kicker on track
  
- **Hay Bales needed** to line side of track and for obstacles

# Shuswap Friendship Day Derby June 24, 2017



Team name/#:
Passed Inspection
Paid Fee:

## ENTRY FORM/PERMISSION SLIP

**Age Groups: 8 & under, 9-13, 14-17, 18 & up**

Registration Fee \$30.00 (proceeds to cover operating costs & portion to charitable donation)

Name of Participant	Age
Address	Telephone Number
Please list identifying information on your car or team name (theme, Color, name or number)	
Name of Parent of Legal Guardian	e-mail

Please check each box as you have reviewed the information.

I have read and understand the rules and regulations of the derby and agree to comply.

My car has been constructed as outlined (has working steering and brakes) and is considered to be eligible to drive.

I agree to conduct myself appropriately, demonstrating good sportsmanship and refraining from inappropriate conduct.

The undersigned consents to indemnify, hold harmless and defend any action against the Downtown Improvement Association (DSA), City of Salmon Arm and any persons affiliated, from and against all liabilities whatsoever arising out of its participation in the Shuswap Friendship Day Soapbox Derby. The undersigned also consents to images (photos and/or video) taken, parents, and media that may be submitted to local newspapers, publications, promotional materials, websites etc.

Signature of Parent/Guardian: \_\_\_\_\_

Print Name of Parent/ Guardian: \_\_\_\_\_

Date: \_\_\_\_\_

**REGISTRATION DEADLINE IS by 5pm June 12<sup>th</sup>, 2017**

**ALL RACERS MUST SIGN IN BETWEEN 8 AM AND 11am ON RACE DAY and attain their Pre-race Inspection in the pit area TBA RACE TIME: 1-4 (youngest to oldest)**

***All info. & registration can be found under Events at:***

***salmonarmdowntown.com***

Or Contact Michelle and Brody with any questions by e-mailing

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