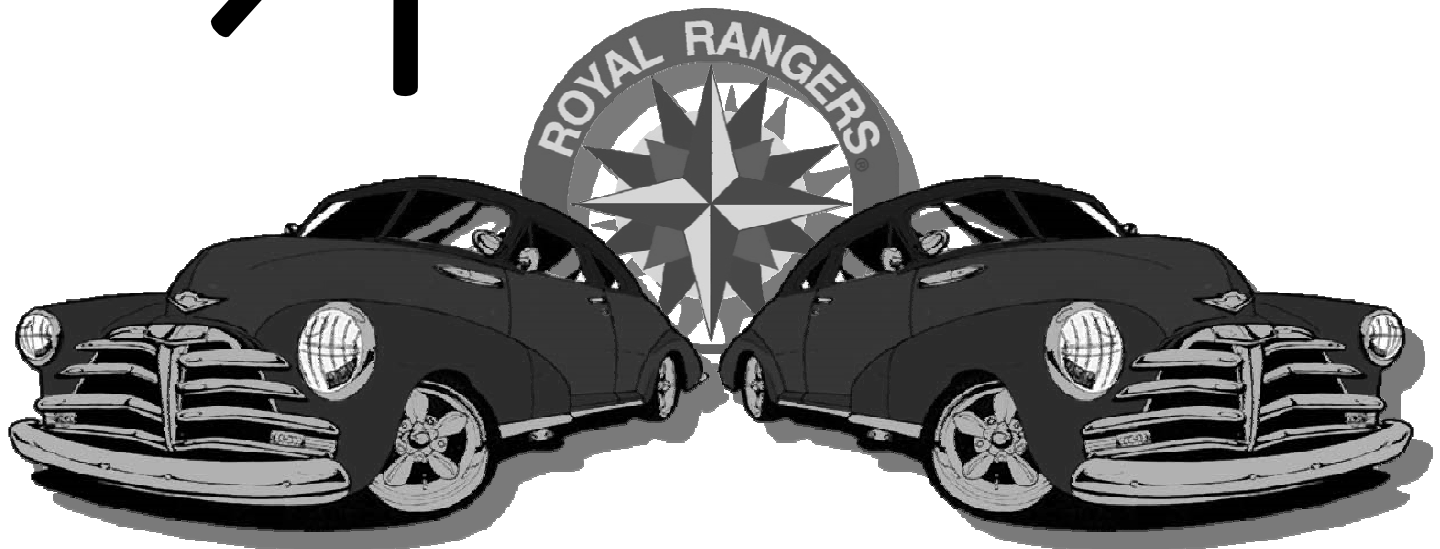
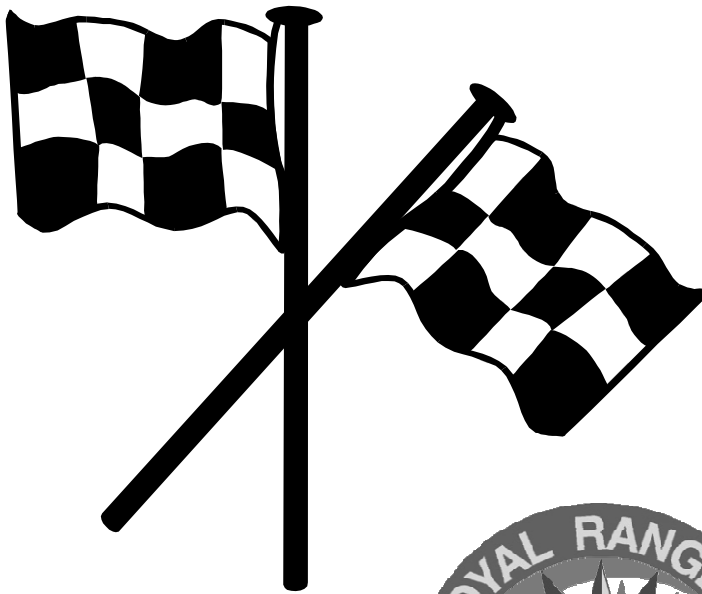


NCN

Royal Rangers



RANGER DERBY RULES



RANGER DERBY RULES

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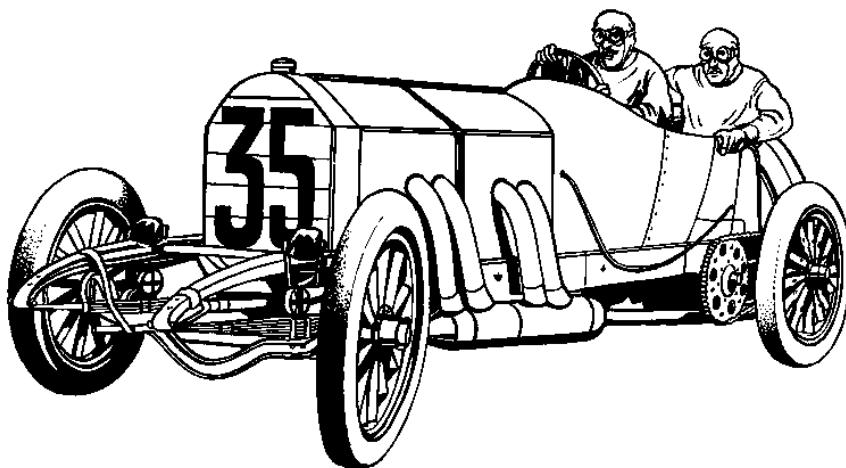
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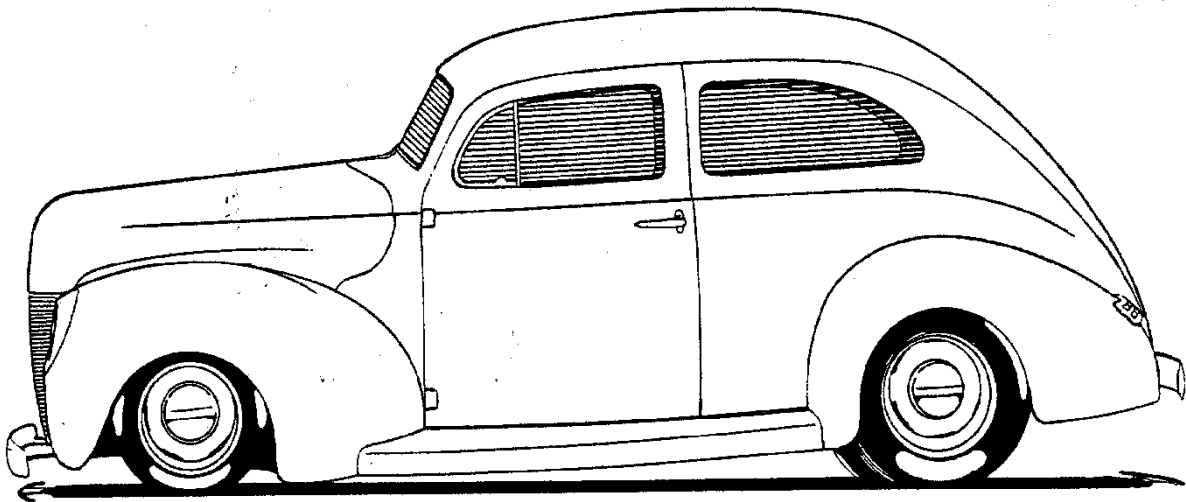
STATEMENT OF PURPOSE

The Royal Rangers Ranger Derby Program was started with the thought of having a project that a father and son could work on together; to give a boy with no father, a sponsor to help the boy; and to promote the father image. With these thoughts in mind, let us encourage our boys to enter the derby and may the best car win!!!



The Official Rules

Ranger Derbies



Northern California and Nevada District Council

The following are the OFFICIAL RULES of the Ranger Derbies.

These rules are to be used at the *Outpost, District Qualifying, and District levels.*

Each car that is entered in competition **must** abide by these rules!

There are NO EXCEPTIONS without permission from the District Ranger Derby Coordinator or the District Commander.

LEVELS OF COMPETITION

OUTPOSTS:

1. Each outpost will assist Rangers to build their own cars and will conduct elimination races to determine the outpost winners of each class.

DISTRICT QUALIFYING:

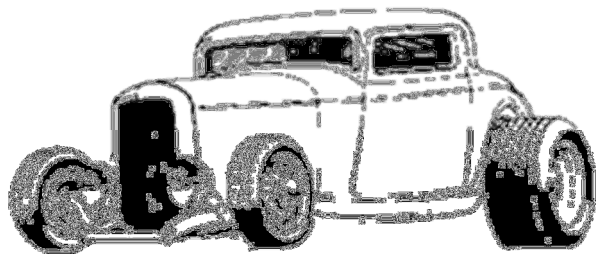
1. Each Division Commander will be responsible for coordinating District Qualifying race(s) within his division. The District Qualifying Race(s) must take place on the third Saturday in February.

DISTRICT:

1. The Royal Rangers District Ranger Derby Run-Off will be held the First Saturday in March. The District Ranger Derby Registration opens at 8:30 a.m.
2. Racing will begin after all the registration has been completed and the workmanship judging completed. Please make your parents, commanders, and boys aware that you need to register as early as possible, and to be patient as the judging, weighing, and registration are under way prior to racing.
3. All cars used within the Northern California/Nevada District Ranger Derbies shall be of the same type; that is, the standard, approved kits used by the Royal Rangers and may be purchased from the Northern California Nevada Royal Ranger District Office. No other kits will be acceptable (*Rule adopted 2012*). All Ranger Derby kit parts must be original - **no substitutions**. The kit consist of: 1 pine wood block, 2 wood dowel axels, 4 metal screws, 4 plastic molded wheels.

Ranger Derby Car Kit





CLASSES

THERE ARE SEVEN CLASSES:

- A. Ranger Kids (K-2) See Race Car Specifications, Page #7.
- B. Discovery Rangers (3-5 grade) See Race Car Specifications, Page #7.
- C. Adventure Rangers (6-8 grade) See Race Car Specifications, Page #7.
- D. Expedition Rangers (9-12 grade) See Race Car Specifications, Page #7.
- E. Commanders (18+) See Race Car Specifications, Page #7.
- F. Super-Modified - See additional class information, below.
- G. Open - See Race Car Specifications, Page #7, and the additional class information below.

Additional class information:

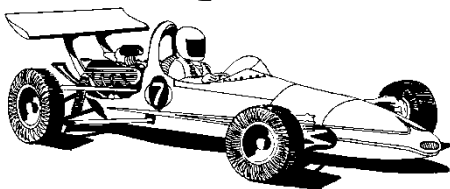
SUPER-MODIFIED CLASS: This is just what the name implies, a class where you can use all your ingenuity and imagination, however you must use the parts in the kit for their designed purpose. The class is open to anyone who enters any of the other six classes at the outpost level. There are a few simple rules (Revised by RR District Council 2004) to follow.

They are:

1. To enter the Super-Modified Class a person must have entered one of the other six classes.
2. Wheels are to be used for proper intent and purposes and for the function for which they are intended. Super-Modified class cars shall be made from official Ranger Derby kits.
3. The car entered in the Super-Modified Class must be a different car than the one entered in the other class.
4. A car shall not be more than 6 inches tall and 3 inches wide.
5. No car shall weigh more than 32 oz. (908 grams).
6. No car shall exceed 12 inches in length.
7. Metal to metal contact including any type of bearings or bushings is allowed in the Super-Modified Class.
8. All other rules of the Northern California/Nevada District Official Ranger Derby Rules apply.

OPEN CLASS: This class is open to any Girl Ministries, friend or family member of Royal Ranger boys and Commanders. All rules of the Northern California/Nevada District Official Ranger Derby Rules apply. (Rules revised 2012)

Race Car Specifications



These guidelines may be used as a handout for the boys.

1. All cars used within the Northern California/Nevada District Ranger Derbies shall be of the same type; that is, the standard, approved kits used by the Royal Rangers and may be purchased from the Northern California Nevada Royal Ranger District Office. No other kits will be acceptable (*Rule adopted 2012*). All Ranger Derby kit parts must be original - **no substitutions**.
2. All cars entered into competition, including workmanship, must fit on and roll down the track without interfering with any other car. All cars shall not exceed the following:
 - a. A car will not be more than 7-1/2" in length.
 - b. A car will not be more than 2-3/4" in width.
 - c. A car will not be more than 3" in height.
 - d. A car will not weigh more than **6 ounces (170 grams)**.
 - e. There must be a minimum of 3/8" – clearance from the bottom of the tires to the lowest part of the car body, whether it be the wood block, weights, decorations, etc.
3. Lubrication is permissible (any lubricant) but it is best not to use one that is petroleum based.
4. If a car needs to be lubed or worked on it – it must be completed prior to registration. There will be a designated area for that purpose. No work can be done on the cars after they are registered.

NOTE: Weights must be an integral part of the car. Weights will not be allowed taped or set on a car. If weights or any part of a car comes off, there is no contest. The heat will be re-run. If the same car or parts leave the track again the car will be disqualified from racing. No heat or race will be held up while repairs are made.

NO-NO'S:

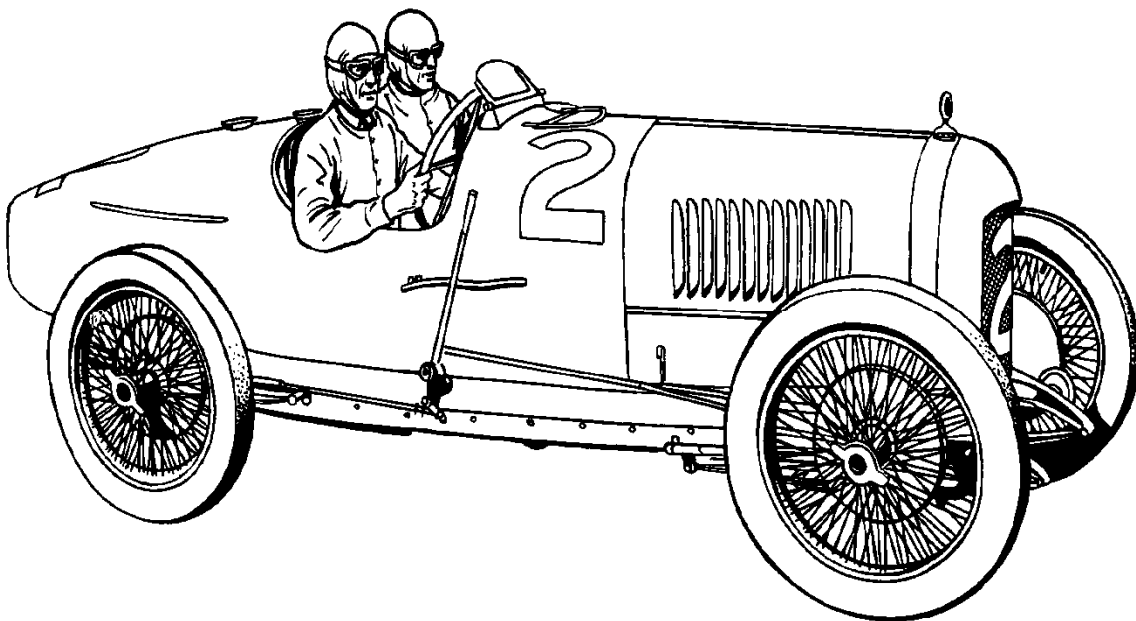
1. No bearings or bushings of any type on the car except in the super-modified class.
2. No metal-to-metal contact on the car is allowed except in the super-modified class.
3. No starting devices are allowed. (Ref.: Race Procedures #C.)
4. No lubing or working on cars after they have been registered. (Ref.: Race Procedures #A.)

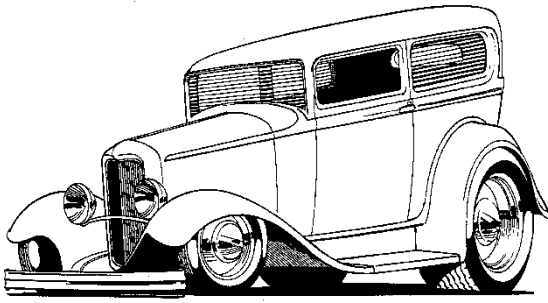
SUGGESTIONS:

- **To Shape:** Use tools or make your own shaping stick by gluing a strip of sandpaper to a strip of wood.
- **To Finish:** Sand smooth, seal the wood with wood sealer, then paint.

WORKMANSHIP GUIDELINES

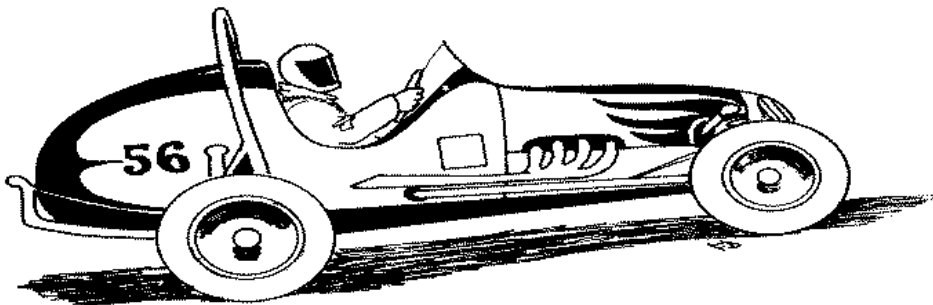
1. The judges will not converse while judging.
2. Any comments will be in writing and will consist of the car number and score using the Workmanship Judging Score Sheet
3. Score Sheets will be given to the officer in charge as soon as a judge has completed judging.
4. There are three areas to judge. They are:
 - a. ORIGINALITY: The idea of the artist himself. You must take into account how much creative thought went into the design.
 - b. WORKMANSHIP: The skill the workman shows in cutting, carving, sanding and detailing out the car. Consider: Are the cars extra ornaments made by the owner or something bought and attached?
 - c. COLOR AND APPEARANCE: Use of color and outward appearance. Take into account the painting of the car, its overall texture and the color.
5. QUALIFICATIONS: Each contestant may enter one car in this event per class they enter. It does not have to be the same car entered in the race, but must meet the same qualifications (fit on and be able to roll down the track) as cars entered in the race classes.
6. All participants must be listed on the official score sheet given to the person in charge of the next level.
7. Each Ranger Derby Car being judged in the Workmanship Class, may have a 3"x5" card next to the car giving a brief description of the work completed by hand and parts used indicating which were handcrafted and which were store-bought. Store bought parts, such as pipes, decals, etc., generally would not be given any extra points.

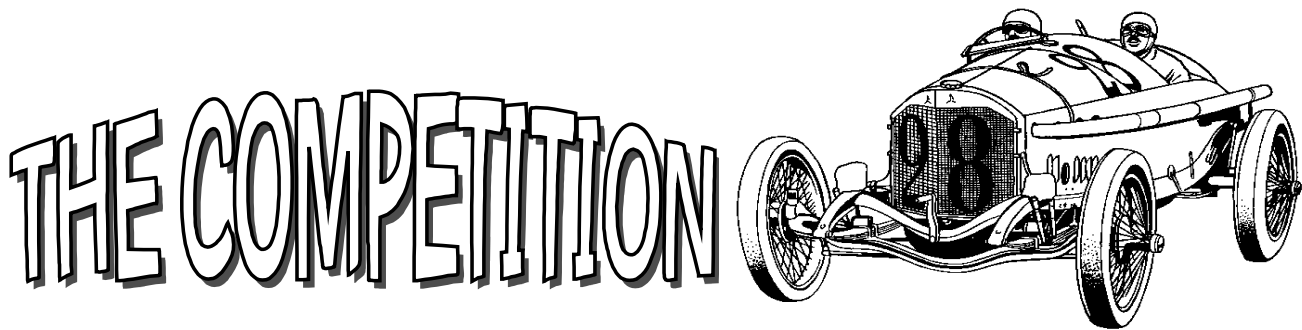




RACE PROCEDURES

1. All Cars will be registered for competition. When registered, the car will be assigned a number. The number shall be affixed to the car for identification. The car must be ready for competition at this time. No modifications can be made to the car or additional lubrication applied to the car at the completion of registration.
2. All roll-offs will be run on a system to find the fastest car.
3. Cars will start and roll by gravity from a standing start at the starting line of the track.
4. The car whose nose crosses the finish line first wins the heat.
5. If either a car or its parts leave the track before crossing the finish line on the first heat, there is no contest. The heat will be re-run. If the same car or parts leave the track again the car will be disqualified from racing.
6. Only a car's owner and the starter are allowed to handle a car after it has been registered. Handling will not go beyond that which is necessary to keep a car in running order. No heat will be held up for a car/cars being repaired. If a car is unable to run when its turn comes, it will be disqualified.
7. At the conclusion of each level of competition, all participants will be listed on the Official Score Sheet form and sent via email, fax, or mail to the person in charge of the next level.
8. Manual Race Score Sheets are available from the District Royal Ranger Office. Please contact the office allowing time to receive the sheets via email or mail prior to your Outpost Event.





NOTE: Due to possible differences in lanes, cars will alternate lanes after each heat. There are two types of ties in Ranger derby and each is handled differently.

They are:

- (1) Two cars cross the finish line and the judge is unable to distinguish the winner. The cars are rerun, alternating lanes each time until a winner is declared.
- (2) Two or more cars win the same number of heats. The winner of this type of tie is the car that won when they raced against each other. In the case of three or more cars winning the same number of heats and there is no clear placement (they beat each other), run them all at the same time and place them as they cross the finish line.

Only the car's owner may enter a car in competition. The owner of the car must be present. The officer in charge of a roll-off has the right to allow a car to be entered without the owner being present if he feels the owner has a legitimate reason for his absence. The owner must request permission 24 hours before the start of the roll-off.

All Ranger Derby kits used within the Northern California/ Nevada District shall be of the same type; available through the Royal Ranger District Office. No other kits will be acceptable. *(Rule adopted 2012)*

Cars entered into competition must be a car not entered in a previous year. One car per person per classification may be entered; i.e. Discovery Ranger racing classification can only have one car entered per person.

Where there is no competition, no ribbons, plaques or trophies need to be given. However, contestants may move up to the next level of competition.

ANYONE NOT ADHERING TO THE ABOVE RULES MAY BE DISQUALIFIED.

The Ranger Derby Director at that event is the final judge. Remember your sporting competition attitude and conduct should be that of a Christian. Poor sportsmanship could eliminate you from competing for one year.

NOTE: There must be adequate help at each level of roll-offs to both supervise the boys and help officiate. Your help would be greatly appreciated. Because Ranger Derby has grown in participation it is suggested you either bring lunch or make arrangements for lunch during roll-offs. District Qualifying Races and District Derbies may have a food and drink snack bar at the location.

AWARDS AND ADVANCEMENT

LEVELS:

1. **OUTPOST** will award a trophy or ribbon for 1ST place and ribbons for 2ND through 10TH place in race and a trophy or ribbon for 1ST place and ribbons for 2ND through 6TH in workmanship. **NOTE:** If trophies are used at the outpost, it is recommended that you do not use larger than 12" and size down accordingly per place. All cars may go on to the District Qualifying or District Level. Outpost Race must take place before the scheduled District Qualifying Race.
2. **DISTRICT QUALIFYING** will award plaques or trophies for first place, not to exceed 14" in height for race and workmanship. Ribbons for 2ND through 10TH place race and 2ND through 6TH place workmanship. and District Qualifying has the option to give a *District Qualifying Ranger Derby Patch* at their event, but it is not required. If a patch is given then participation ribbons are not necessary for participation, as the patch is sufficient. This patch can be worn on the uniform as an activity patch. This patch will be purchased from the Royal Rangers District Office. All cars may go on to the District level.
3. **DISTRICT** will award trophies for 1ST through 10TH place in both racing and workmanship. No participation ribbons will be given, as the District Ranger Derby Patch will be given to each participant at registration. The patch can be worn on the uniform if you participated in the District Ranger Derby. Patch size not to exceed 3".

- **PLAQUES & TROPHIES:** All plaques and trophies will be made up ahead of time with the level and class on them. The Outpost may have the winners name engraved on the plaque or trophy if they want. It is requested that if the outpost uses trophies, the size be smaller than 14".

- **PATCH DESIGNS:** Designs for the upcoming season for District Qualifying and District patch consideration must be submitted to the District Office by September 1st .

- **ENTRY FEES:** It is understood that patches increase the cost of registration at the District Qualifying and District levels. Costs for the District Qualifying races have been established as \$7.00 for Race or Workmanship and \$10.00 for both.

- Due to the high volume of participation , It is recommended that electronic timing systems be used for all Ranger Derbies races. If an electronic timing system is not available, please contact the District Ranger Office for possible solutions.

Registration Procedures

1. Ensure that the car meets all the physical requirements for size, weight and wheel assembly:

Maximum Specifications:

Length: 7-1/2"

Height: 3"

Width: 2-3/4"

Bottom clearance minimum: 3/8"

All Ranger Derby kit parts must be original—**no substitutions**

2. Check to make sure that the registrant is qualified to register by checking the Official Score Sheets as provided from any previous races. All participants must have participated in the previous level if a competition was held.
3. If the car is for **racing only**, so indicate on a sticker on the bottom of the car by placing an “R-#” where “#” is sequential in the order registered. (See figure “A” below.) This is the “car #” as referenced on the registration sheet.

If the car is entered in **racing and workmanship**, place a “RW-#” on the tag on the car, where “#” is sequential in the order registered. (See figure “B” below.) This is the “car #” as referenced on the registration sheet.

If the car is competing in **workmanship only**, place a “W-#” on the tag on the car, where “#” is sequential in the order registered. (See figure “C” below.) this is the “car #” as referenced on the registration sheet.

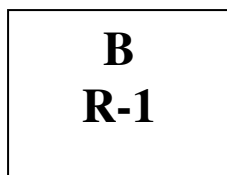


Figure “A”
Class B—Racing only

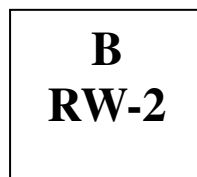


Figure “B”
Class B—Racing & Workmanship

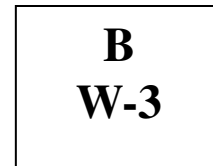


Figure “C”
Class B—Workmanship only

4. Fill out the registration sheet (form on page 16) **clearly printing** the name, outpost number, section and class, using a separate sheet for each class.

Ranger Derby Registration Layout

Recommended Example for
DISTRICT QUALIFYING and DISTRICT

Area #1

Check car for weight and put through
measurement jig.
(Be sure registration slip is completed.)

Area #2

Verify registration of entry with previous
race results supplied by Outpost or
District Qualifying (must have been
submitted to Ranger Coordinator prior to
race).

Area #3

Collect money
Put on car tag information

Give car to assistant to take to car
holding/display area.

(Note: No one allowed in this area except
Ranger Derby staff and appointed judges
when needed. This area must be roped
off so cars can't be handled. Organize
according to classes.)

(A)Ranger Kid (B)Discovery (C)Adventure (D)Expedition (E)Commander (F)Super-Modified (G)Open

WORKMANSHIP

JUDGING SCORE SHEET

Originality: Unique design of the car.	0-20 Points
Workmanship: The quality and skill in the car.	0-50 Points
Color & General Appearance: Appeal and overall appearance of the car.	0-30 Points
Total Possible Points	= 100 Points

Class: A B C D E F G				
-	<u>Originality</u>	<u>Workmanship</u>	<u>Appearance</u>	-
CAR #	0-20 Points	0-50 Points	0-30 Points	Total Points

Class: A B C D E F G				
-	<u>Originality</u>	<u>Workmanship</u>	<u>Appearance</u>	-
CAR #	0-20 Points	0-50 Points	0-30 Points	Total Points

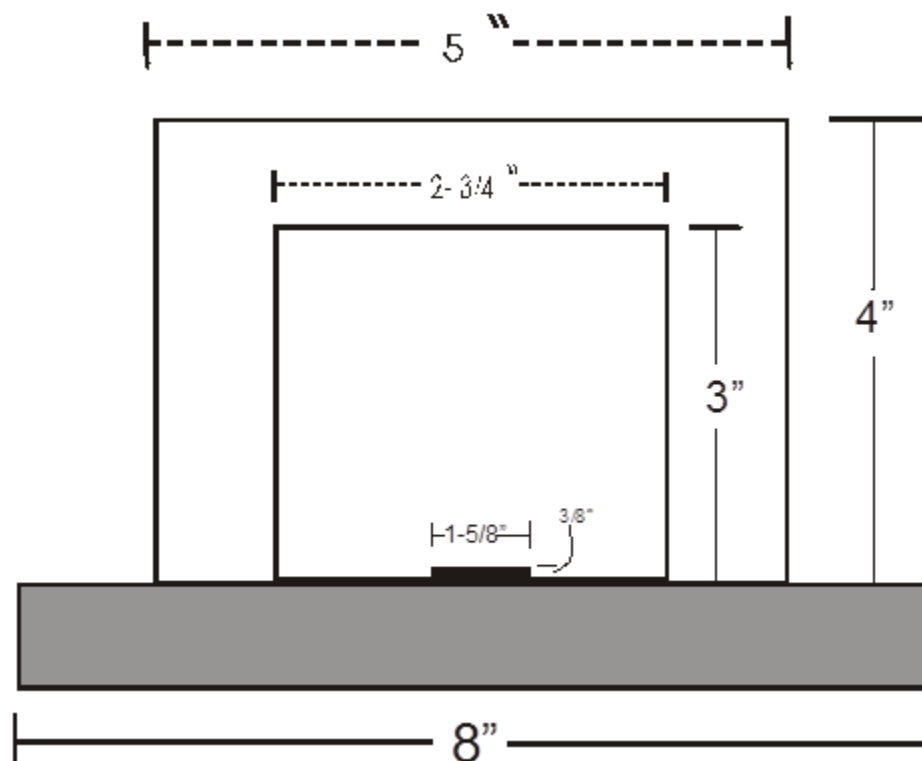
Weights and Measurements

Scale For Weighing

It is recommended that an “Electronic” Scale be used to weigh the cars at the outpost level. Most District Qualifying and District Levels will be using the Electronic Scale to measure 170 grams. It is much harder to accurately weigh a car on a postage scale for 6 ounces. The use of a 6 ounce (170 gram) standard should be used whenever possible.

Jig For Measurements

It is recommended that a “Measurement Jig” be used to qualify the cars at the outpost level. Most District Qualifying and District Levels will be using a Measurement Jig to verify the dimensions of the cars. It is much harder to accurately verify a car with a ruler or tape measure. The following diagram illustrates a simple jig that can be used to measure most of the car’s dimensions. An additional measurement would be needed for the car’s length.



REGISTRATION SHEET TO BE SENT TO NEXT LEVEL

Class: A B C D E F G _____ Year: _____

Outpost #: _____ District Qualifying Race: _____

[illegible]

