

# North Star District

## **OUTLAW DIVISION DERBY RULES**

### **OVERVIEW:**

A Modified Outlaw car is the fastest type of Derby car. The Modified Outlaw class car typically features razor wheels, small diameter axles, and extended wheelbases.

### **BODY:**

**B1** The main body structure must be made of wood.

**B2.** Body Specs:

A. Width - Not to exceed 2 3/4 inches (7cm)

B. Length - Not over 7 3/8 inches (17.8 cm)

C. Weight - Not over 12 ounces on scale accurate to 1/10 ounce.

D. Height- Not to exceed 5 inches.

E. Center Rail Width Clearance – At least 1 3/4 inches (4.5 cm) minimum along entire center length of car.

F. Bottom Clearance - at least 3/8 inches (.95cm) from track. Fender flairs with less clearance are acceptable as long as the center rail width clearance is the same in rule B2E.

**B3.** Body design may be enhanced by adding other stable materials such as plastic, wood, or metal. All additions must be firmly attached and conform to the size specifications.

**B4.** No part of the car body may protrude in front of the starting peg.

**B5.** The following items are **PROHIBITED**:

A. Starting devices or propellants

B. Liquids, wet paint, oil, sticky substance, or powders of any kind (other than axle lubrication)

C. Glass or excessively fragile parts

D. Loose objects on car

### **WHEELS:**

**W1.** Modified wheels must conform to the following specifications:

A. Wheels must be 31mm diameter or smaller.

B. Wheels must be constructed of plastic, rubber, or polyurethane.

C. Wheel hubs may be made of metal, but may never come in direct surface contact with the track.

**W2.** There must be at least four wheels on the car, however, it is not required that all four wheels make contact with the track surface.

**W3.** The wheels must be attached directly to axle and spin freely.

### **AXLES:**

**A1.** Axles must not be connected to any device that mechanically alters rotation and spin.

**A2.** Lubricants must be dry on the axle at race time. Wet, oily, or greasy axles are not allowed. Over application of lubricant which results in excessive shedding onto the track is not allowed. Approved lubricants include (but are not limited to) graphite, Teflon, and Nyloil.

# **North Star District OUTLAW DIVISION RACE RULES**

## **BEFORE THE RACE**

R1. All cars must pass inspection. Cars that don't pass inspection can be worked on in order to get the car to pass. All cars must pass inspection 15 minutes before race time. It is a good idea to bring some simple hand tools & Super Glue, & Dry Powered graphite to make minor repairs.

R2. Inspection committee should consist of

- A. a person to weigh each car
- B. a person to ensure linear measurements are met,
- C. a person to physically inspect the car for other specifications

R3. Once the car has passed inspection it will remain with the race Officials until the end of the races for that class. Cars cannot be worked on unless 3 race Officials agree the car needs repairs.

## **DURING THE RACE**

R4. Repairs: Cars that have mechanical trouble, i.e. (loss of a wheel or axle. Or the car repeatedly leaves the track or lane.) Can be repaired if 3 race Officials agree. Poor racing times/performance is not considered mechanical trouble. The race team has 5 minutes to attempt repairs. Only the minimal amount of repair is allowed, no additional lubricant can be added. Only 2 repair attempts will be allowed.

R5. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the race will be reran. If the same car again has trouble on the second run, the car is disqualified and automatically loses that race. If, on the second run, another car is interfered with, the race will be ran a third time but without the disqualified car.

R6. Any accessories that interfere with another car during the race will disqualify the offending car for that race. Three offenses and the car will be disqualified for the day. This is done to discourage trying to win by blocking or wrecking, other racers.

R7. Racing Committee Minimal Responsibilities

- A. Select the best racing lanes of the track
- B. Maintain the racing brackets
- C. Announce which cars are racing
- D. Ensure proper lane placement
- E. Select winner of each race
- F. Present awards at the end of race

R8. All cars must race on each of the four lanes. The places are recorded for each race. Places are totaled. The smallest place total will determine the winners for each race. There will be no lane advantage because every car must compete in every lane.