

RA / Challengers Interest Event

RACER DERBY Camp Kaleo

www.ga-ra.org

Plan In Advance: RA Chapters Must Be Pre-registered.

Date & Time:

RA/Challengers Racer Derby is held at Camp Kaleo each year in **March**.

For Racer Derby Date, see www.ga-ra.org or in the Annual RA/Challengers Activities Packet published by Men's Ministries.

8:30 AM Saturday Check-In Time.

Registration & Cost:

Winner of the RA Regional Race qualifies to participate in the State Race.

No pre-registration for car entries is required for the State Racer Derby. However, **RA Chapters MUST be pre-registered** prior to the state race to participate. To register your RA Chapter, use "Annual Men's, RA/Challengers Registration" Form in this Handbook, on-line, and in the Annual Activities Packet published by Men's Ministries.

Note: Insurance requires that a **Child Protection Form MUST** be completed for each "group" of adult chaperones at the state race. A **Minor Photo Release Form** signed by parents is also requested, in the event pictures may be used in publications. Submit forms with your car entry. Print forms on-line, or in the Annual Activities Packet.

Cost is per car entry. Camp Kaleo lodging fees are separate. For cost and fees, see on-line or in the Annual Activities Packet.

If you would like accommodations on Friday night prior to the race on Saturday, please reserve with Camp Kaleo. Fee per person includes overnight lodging and breakfast. Bring your sleeping bag, towels and toiletries.

Contact Camp Kaleo for more information at 1-888-725-2536 or 478-994-5333.

Details:

The Racer Derby is a competitive race of cars made from a wooden block, metal axles and four plastic wheels. Building kits are available from Make Tracks Company a/k/a Royal Racers, 931-935-8201, <http://www.royalracers.com> (192 Lovejoy Road, Sparta, TN 38583); or from RA Racers, 972-298-7119, (P.O. Box 67, Desoto TX 75123); or can be purchased at Boy Scout retail centers, or as otherwise provided by these rules).

Participants should disregard the rules and instructions in kits they order. The Georgia Baptist Convention Men's Ministries Royal Ambassador/Challengers Racer Derby Rules and Regulations supersede all rules. Detailed Rules & Regulations, are at www.ga-ra.org, and in the following pages of this Handbook.

Objective of the RA Racer Derby:

Royal Ambassadors and Challengers are mission education programs, and therefore as an interest activity the RA Racer Derby shall be inclusive rather than exclusive, involving as many participants as possible. It is not necessary to be a member of a Church or a Royal Ambassador program to compete in the RA Racer Derby. It is appropriate to require attendance at RA meetings, or some other church sponsored program for children as a prerequisite to participation. We want to reach children and their parents for Christ.

**Georgia Royal Ambassador/Challengers Racer Derby Rules and Regulations
Supersede All Other Rules, Including Those In the Car Building Kits.**

**For Detailed Rules & Regulations, See www.ga-ra.org,
And the Following Pages of this Handbook.**

RA/CHALLENGER RACER DERBY RULES & REGULATIONS

Description

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Parent and Child Rules and Instructions:

1. The RA/Challenger Racer Derby is open to all RAs and Challengers. The Racer Derby is also open to church prospects, visitors, and members of other Baptist church children’s discipleship or mission education program through any Baptist Church that is a member of the Georgia Baptist Convention. Participation in the RA/Challenger Racer Derby through a church represents a commitment by the sponsoring Church to use the Royal Ambassador mission education program and requires designation of an RA Ministry Leader at the church and registration of the program with the North American Mission Board and GBC Men’s Ministries. A church that has a RA Ministry Leader and has registered its RA program, may sponsor participants from any other children’s program used at that church—including Bible Drill, Mission Kids, Mission Friends, Children in Action, Eagles, etc. (Royal Ambassadors is the SBC mission education program for boys in Grades 1-6, sponsored by the North American Mission Board, SBC. The parallel program for girls is GA’s (Girls in Action) sponsored by the Women’s Missionary Union, SBC. Because of the recognized status of GA’s as the SBC mission education program for girls, upon written request from any GBC WMU group and payment of pro-rata costs and expenses, which also provides a final selection procedure as well as providing volunteer assistance, the GBC Men’s Ministries will gladly create a Division for GA’s at the State level. Otherwise girls are welcome to participate in the Georgia RA/Challenger Racer Derby through the Open Division for racing). If you have someone who wants to participate in the Georgia RA/Challenger Racer Derby, but your Church is unwilling to designate an RA Ministry Leader and register as an RA program, please send the willing participant to one of the many churches who utilize these Southern Baptist mission education programs for boys.
2. Participants should, where possible, have completed the membership requirements and be a bonafide RA Chapter or Challenger Group, which is registered each year with the State Men’s Ministries Department (as well as the North American Mission Board). Royal Ambassador aged participants should be working on their “Personal Growth Plan Books.” Challengers aged participants should be working on their *Journey* and *Quest* materials used in the program.
3. The Georgia RA/Challenger Racer Derby shall include the following Divisions and Competitions:

<u>Division</u>	<u>Grade/Ages</u>	<u>Competitions</u>	
Lad	(1 st -3 rd) 5, 6, 7, & 8 Year Olds	Racing	Craftsmanship
Crusader	(4 th - 6 th) 9, 10, & 11 Year Olds	Racing	Craftsmanship
Y. Challengers	(7 th -9 th) 12, 13, & 14 Year Olds	Racing	Craftsmanship
O. Challengers	(10 th -12 th) 15, 16, & 17 Year Olds	Racing	Craftsmanship
Adults (Any Gender)	18 Years Old and Older	Racing	Craftsmanship
Open Division	All Ages, All Genders	Racing

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4. All competitions are grouped by the RA/Challenger Division in which the child would be involved. School grades and ages are considered in determining Divisions based on the grade the child should be in based on the child's calendar age and the grade level of the materials developed for RAs and Challengers by the North American Mission Board, SBC. (Five-year olds actually in a Lad Chapter may participate in Lads—otherwise a 5 year old is limited to participating in the Open Division.)
5. In the Open Division racing competition, age is not considered. All ages and genders will race together. (There is no Craftsmanship competition for the Open Division).
6. Participants may enter one car in each competition in their Division and one car in the Open Division. This means each participant may enter as many as three cars. Participants shall pay a registration fee on each car entered. In the regular Divisions (Lads, Crusaders, etc.), the same car may be entered in both Racing and Craftsmanship competitions if it meets the requirements for the Division for which it is submitted for registration. Cars weighing more than 5 ounces may enter only the Open Division and not any other Division or competition. A car must meet all the specifications of the Division and the competition entered (*i.e.*, a car with improper decals, which may qualify for a Divisional Racing competition cannot compete in the Craftsmanship competition). A car not qualifying in a regular Division may register under the Open Division qualifications as long as it meets the Open Division requirements.
7. Each participant is to have the satisfaction of building his own car from the materials of a single kit. **While there are limitations on the kinds of tools that children under 12 can and should use, the spirit of these rules require the participant to do as much of the actual work on the car as their maturity will allow. Parents should not build any car for any participant without the complete and full participation and attention of the child. (A boy should not wander off and play with other toys while a dad is cutting his car or sanding it with some machine. The boy should be watching the adult and learning how to safely use the tools.) Boys in Lads should at a minimum, design, paint, and finish their cars (even though an adult may actually cut the design with a saw or sander. Boys in Lads should attach the wheels to their cars). Boys in Crusaders should have more participation in creating the car than boys in Lads. Crusaders should design, shape pre-cut cars, sand, paint, finish, and assemble their cars all with adult supervision. Younger and Older Challengers should completely build their cars, preferably with adult supervision.**
8. The parts of different kits may not be mixed except as specifically provided below.
9. Cars which are entered in the Craftsmanship Competition shall comply with the following requirements:
 - A. Use the materials from kits, which include one block of wood, four (4) nails, and four (4) wheels and only the decals, which come in the Royal Ambassador kits. (RA emblems and numbers are the only decals permitted irrespective of the kind of kit you buy.)
 - B. No decals, or stick-on racing stripes, other than included in Royal Ambassador kits are allowed, except that a sticker/decal identifying any of the following Baptist programs from any source may be used: Southern Baptist Convention/North American Mission Board/International Mission Board/Women's Missionary Union/Ethics and Religious Freedom Commission/Lottie Moon/Annie Christmas Offering/Armstrong Easter Offering/Georgia Baptist Convention/GBC Men's Ministries/Challengers/or Royal Ambassadors.
 - C. Only paints, stains, or liquid markers may be used to decorate the car and wheels.
 - D. No metal, wood, or plastic parts, other than the wheels in the kit, may be added to the exposed surface of the car. Weights of any material may be placed on the bottom of the car or imbedded in routed grooves and holes from the bottom of the car. Stock cars shall not compete in the Craftsmanship competition.
 - E. In construction, once a piece of wood has been removed from the block, it may not be reattached. (If during a competition a piece of wood is broken from a car -- it may be reattached, but Craftsmanship judges are not bound to know that the wood was broken as opposed to intentionally removed and reattached and may deduct from the design category for a design that risks the piece being broken off).
 - F. The wheels must remain essentially the same diameter as they come in the kit, but may be redesigned in appearance. Wheels may be painted, but may not have decals. A wheel must be made completely of plastic -- metal rims and rubber tires are not allowed in Craftsmanship.
 - G. A car in the Craftsmanship competition must be able to run on the track.
 - H. Cars may not be displayed on a commercial stand, but may be displayed on a block of wood so as to prevent the wheels of the car from touching the surface of the display area. (This is to prevent the wheels from turning and/or movement from impacting axles and balance for cars that also race.)
 - I. Cars are graded on four attributes: 1) design; 2) workmanship; 3) paint job, and 4) over-all effect.
 - J. The overall width of a car shall not exceed 2 3/4 inches. Minimum width between wheels shall be 1 5/8 inches. The car must have four (4) wheels.

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- K. The overall length of a car shall not exceed seven (7) inches. (Always double check the length of the block of wood in the kit.)
 - L. Only nails may be used as axles, irrespective of the kind of kit you buy.
 - M. The contents of different kits may be mixed for cars in the Craftsmanship competition, but the only decals permitted in Craftsmanship shall comply with part B above. "Mixing" kits does not permit joining two blocks of wood, having more than two (2) axles, or five (5) "operating" tires. A "spare" tire may be displayed.
 - N. The bottom of a car is not judged in Craftsmanship competitions.
10. Cars which are entered in the Racing Competition shall comply with the following requirements:
- A. Use the materials in the kit, which includes the block of wood, four (4) nails as axles, and four (4) wheels. (RA emblems and numbers usually come in a kit ordered from one of the RA Racer Derby Kit suppliers). Other decals and stick-on racing stripes may be added if desired-but this will disqualify a car from the Craftsmanship competition. Be wary of weight limitations.
 - B. Metal, wood, or plastic parts, other than the wheels in the kit, may be added to the exposed surface of the car, subject to width, length, and height limitations. Weights of any material may be placed on the bottom of the car, or imbedded in routed grooves and holes from the bottom of the car.
 - C. In construction, once a piece of wood has been removed from the block, it may be reattached. (If during registration or competition a piece of wood is broken from a car -- it may be reattached).
 - D. Stock Cars may race in any Division, subject to weight, height and length limitations. A piece of wood that comes in a kit unattached to the car may be attached to the car. This kind of car is not permitted in the Craftsmanship competitions.
 - E. The car must be designed so that no part of the car extends past the starting peg.
 - F. The wheels must remain essentially the same diameter as they come in the kit. Wheels may not be redesigned on cars in the Racing Competition. Nubs or rough spots may be smoothed to assure evenness. Wheels may be painted and may have decals on them in the Racing competitions. A wheel must be made completely of plastic -- metal rims and rubber tires are not allowed in the regular Divisional Racing Competitions. Cars shall have four (4) wheels, but they do not all have to touch the racing surface.
 - G. Overall car width must not exceed 3 3/4 inches. The minimum width between the wheels must be 1 5/8 inches.
 - H. Overall car length must not exceed seven (7) inches. (Double check the length of the block of wood in the kit.)
 - I. No wheel bearings, washers, bushings, springs or starting devices may be used. No speed axles, irrespective of the source may be used. Only nails may be used as axles.
 - J. The total weight of the car may not exceed 5 ounces (141.7 grams). No loose materials of any kind are permitted in the car. The car may be hollowed out and weight added up to the maximum weight. The weight should be securely built into the body or chassis and can be visible from the top, sides, front and back.
 - K. Cars may be lubricated only in the areas provided by the race officials. This must be done prior to final check in. **Additional lubrication may not be added during the race.**
 - L. Only nails may be used as axles—irrespective of the kind of kit you buy.
 - M. The contents of different kits may not be mixed in the regular Racing Division. (For example, if a participant buys a Boy Scout kit, and a kit from one of the RA Racer Derby suppliers, the participant may not use the axles from the Scout kit, the wheels from the RA kit, the block wood from the Scout kit, and the decals from the RA kit on the same car.)
11. Cars entered in the Open Division Racing Competition must meet the following requirements:
- A. The overall width of the car shall not exceed 3 3/4 inches to permit the use of stock car kits from the authorized kit sources. The minimum width between wheels must be 1 5/8 inches. An open car that is 3 3/4 inches wide with wheels which interfere with a car in any adjacent lane shall be disqualified -- in other words if you use a stock car kit, be wary of putting your wheels entirely on the outside of the wood block.
 - B. The overall length of the car shall not exceed seven (7) inches.
 - C. The weight of the car must not exceed eight (8) ounces.
 - D. Speed axles, modified axles, wheel bearings, washers or bushings may be used.
 - E. Wheels may be modified; however, they must be the same diameter as regular wheels. Wheels may be made of any substance.
 - F. The car must be free-wheeling with no starting device.
 - G. The parts of different kits may be mixed for the Open Division.

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(Continued)

12. Each car must pass inspection by the official Inspection Committee before it may compete. The inspectors have the right to disqualify those cars, which do not meet the specifications of Georgia's Royal Ambassador/Challengers Racers Rules and Regulations.
13. **All participants must enter a new car each year.** Cars used during the previous year are not eligible and shall be disqualified.
14. A car that wins at one level must be used for all subsequent competitions. Small adjustments may be made to the weight due to the differences in scales. In the event that a winner cannot attend the next level of competition, someone else can enter the car for them or the next place winner may take their place.
15. Churches shall determine their winners, who will compete at Association Derbies in numbers permitted by the Association RA Racer Derby Coordinator. The winners of the Association Derbies will compete at the Regional Derby in numbers permitted by the RA Regional Advisor and/or Regional RA Derby Coordinator. If there is no derby in an Association, the church may get permission from the Regional Advisor to come directly to the Regional Derby. 1st, 2nd, 3rd, and 4th place Regional winners (and such others as invited by the State RA Racer Derby Coordinator) in each Division and each competition shall be invited to the State Derby. If a participant cannot attend the State Derby, someone may enter and race or show the car for them.
16. The Regional Advisors/RA Derby Coordinators will send the list of qualifying winners to the State Office at least five (5) days prior to the State Derby. All information must be provided on the registration form, including the grade/date of birth and association. Cars must be registered at the State Derby, and fees will be paid there. The registration fee for the State Derby shall be \$5.00 per car.

Racing Procedure:

Electronic finish line timers and computer programs are now frequently used to determine winners at local church, association, region, and state RA Racer Derbies. Each car runs in each of the lanes available for a total of races equal to the number of lanes. The best total time on all the lanes determines the winners. The Racer Coordinator may take the cars with the best times and conduct a championship heat (which is usually done at the State races). The State RA/Challenger Racer Derby uses a track with 4 lanes.

Racing Procedure When Electronic Timers Are Not Used:

If an electronic finish line timing system is not used, the process of determining winners shall be a double elimination tournament. Each car must lose twice before it is eliminated. A true 1st and 2nd place can be determined this way. Form double elimination brackets, and guidelines are available from the GBC Men's Ministries office.

If the last car in the winner's bracket defeats the last car in the loser's bracket, it is the champion. If the last car in the loser's bracket defeats the last car in the winners bracket, the two must race again, because each will have only one loss.

The cars will race two (2) or three (3) at a time at the discretion of the Derby Coordinator. The finish line judges will determine the winner of the race. The winner will advance to the next heat in the bracket being run. The loser will move to the loser's bracket. After a car loses in the loser's bracket, it will be eliminated from competition. While this format does not always guarantee a true 3rd and 4th place, it is unusual for the top 4 finishers not to be identified through this system.

Suggestions for Conducting the Races at Church, Associational and Regional Levels:

Committees should be chosen prior to each race for the different tasks involved in conducting the race and judging. If for some reason a person cannot attend, the RA/Challengers Racer Derby Committee should select a replacement before the race. When sponsoring a church, associational, regional or state RA Racer Derby, the following personnel and committee are recommended.

1. Inspection and Weighing Committee: Adults chosen to be responsible for:
 - A. Weighing cars prior to registration, allowing participants to make minor adjustments to weight, if necessary, before final acceptance. This person or person checks the cars using the guidelines of the Racers Rules and Regulations. You should use the same scales for all cars in each division racing -- it is better to use only one set of scales, but if you use more than one (1) scale all Lad entries should weigh in on the same scale, all Crusaders entries should weigh in on the same scale etc. The same is true for the dimension box used.

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- B. Divisional check-in, collecting registration fees, and placing identification decals on the bottom of each car designating its number for races, craftsmanship, or both. There should be one adult for each division in the race. (Lads, Crusaders, Younger Challengers, Older Challengers, Adults, and Open.)
 - C. Placement of car on a table in a manner to protect wheels and finish, with the cars not to be touched until the participants name is called for his race, except for the judging of the best design. Usually one (1) responsible person can manage this task -- leaving registration and fee collection to an adult at the table.
2. Two Score Keepers: Two adults will be responsible for:
 - A. Keeping an accurate record of the race as it progresses;
 - B. Calling each participants name or number prior to the race as well as the next two participants who will be "on deck" and drawing for lanes;
 - C. Keeping the spectators informed as the progress of the race. (For example, media display – TV monitors using, cameras, overhead projectors, a black board, large poster board, etc.)
 3. Craftsmanship Judges: Four (4) adults select the car that shows the best craftsmanship. This includes design, painting, workmanship, and overall effect. First, second, and third place trophies will be awarded for each age group. Each car should be judged on its own merit regardless of who the judge think may have done the work.
 4. Two Adult Starters: After the participants place their cars on the lanes, one starter will adjust the cars so they will be clear of the guides and get a clean start. He will then trip the starting lever. The other starter will handle lane drawing for the next race. With the advent of electronic finish lines and timing, most races now allow every racer to race at least once on every lane of the track. The starters are required to make sure that each car is placed on each lane once. This is usually handled by the chief starter with races conducted in heats. The chief starter simply moves each car (returned to him by a finish line handler in the lane order in which they just raced) to the left one lane until there have been as many races in the heat as there are lanes. Once the chief starter places the cars in the appropriate lane, the race participants can be allowed to adjust the wheels and starting position if such is desired. The assistant starter helps the chief starter keep track of lane positions and number of races in the heat.
 5. Finish Line Handler: With the advent of electronic finish lines and scoring, most races use a car handler to stand at the finish line and pick the cars up to return them to the starter in the lane order in which they just raced.
 6. Finish Line Judges (With the advent of electronic finish lines these positions are probably obsolete in most races): Three adults will be chosen to be used at the finish line to determine the winner of each race, unless an electronic finish line is used. All three have to agree on the winner. In the event the judges cannot determine a winner, the participants re-draw for lanes and race again.
 7. RA/Challengers Racer Committee:
 - A. Send out information concerning the schedule of the Derby.
 - B. Select the personnel serving as starters, judges, etc.
 - C. Acquire and set up the track.
 - D. Administer the overall operation of the derby.
 - E. Interpret rules as necessary.
 - F. Make judgments as necessary regarding issues not covered by the rules.

The Sequence of Events for the State RA/Challengers Racer Derby is:

1. A participant will arrive and report directly to the weighing and inspection table committee for the preliminary weigh-in and make any necessary weight adjustment to his car. It may then be re-weighed.
2. Inspection Committee approves cars.
3. Registration Table collects fees and places identification decals on bottom of cars.
4. Car is placed on table to await its race or design judging.
5. When time for its race, place car on track after lanes assignment.
6. Go to finish line to see the car finish.
7. Place car back on table until next race or until Derby is over.

Note: Lubrication is not allowed after Step 1.

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For the State RA/Challenger Racer Derby race, an itinerary of the expected time and order of Division races will be prepared, posted and followed as closely as possible to allow participants to enjoy other activities during their visit to Camp Kaleo. Shirts and other souvenir items will be available for purchase from the camp store. Lunch shall be available for purchase through a catering service. Every effort will be made to recognize the significant accomplishments of participants who reach this, the highest level of Racer Derby competition and create an air of festivity surrounding the event. Convenience for participants traveling from places throughout the State of Georgia together with a fair state final competition will also be a high priority.

The Georgia State Racer Derby Coordinator shall maintain a list of the Division winners of first second and third place each year. These winners will be identified on the State RA website. There shall also be compiled from all available sources lists of the winners in the history of the State RA Racer Derbies. An effort may be made to invite said winners (and others) to subsequent State Racer derbies to determine the all-time fastest cars in the derby.

STATE RA/CHALLENGERS RACER DERBY

Scheduled Each Year In March

At Camp Kaleo, Forsyth, GA

Registration Time: 8:30 AM

Cost: 5:00 per car entry

If you would like to spend Friday night at camp, please call Camp Kaleo (478-994-5333 or 1- 888-725-2536). \$15.00 per person includes overnight accommodations and breakfast. Bring your own sleeping bag, towel and toiletries. For more information, also call Camp Kaleo at 1-888-725-2536 or Men's Ministries at 1-800-746-4422, x 256.

8/10/08