



Trinity Model Car Derby - Car Specifications & Rules

1. Physical Dimensions
 - a. Width - 2 $\frac{3}{4}$ inches
 - b. Length - Not over 7 inches (“Semis” – kit length)
 - c. Weight - Not over 142g (5oz) (“Semis” – 907g (2lbs))
 - d. Bottom Clearance - at least $\frac{3}{8}$ inches to bottom car (including weights)
 - e. Car height must not exceed the height of any detectors that cross above the track at the finish line (currently 4 $\frac{1}{4}$ inches, but may change with new track) (“Semis” – 6 inches)
 - f. Distance between the wheels shall be at least 1 $\frac{3}{4}$ inches
2. All cars raced must be built for use this year
3. Specifically prohibited
 - a. No springs
 - b. No magnets
 - c. Wheels can not be modified in any way
 - d. No wet paint on cars
 - e. No starting devices - car must be free wheeling
 - f. No wheel bearings, washers, covers, or bushings
 - g. No axles other than what is supplied with the official kit
 - h. No wheels other than what is supplied with the official kit
4. Details are allowed, but car must meet the physical dimensions, and details must be permanently attached.
5. Axle grooves may be re-cut, and wheel base modified, but car must meet all physical specifications.
6. No loose materials of any kind are allowed on or in the car. Loose materials (including weights) must be removed before racing.
7. The front edge of the car must be behind the starting peg. (So that 100% of the car is behind the starting peg).
8. Burrs can be removed from the axle, and axle polished, but no other modification is allowed.
9. Wheels can be lightly sanded, but must not result in substantial removal of mass or in reducing the wheel width from the original kit wheels. Wheel shape may not be altered from the original condition (i.e. rounded, beveled, cupped, etc.).
10. Body design can be enhanced by adding wood and wood filler or by adding plastic or metal decorations from any source, as long as they do not cause the car to exceed the maximum dimensions or weight.
11. At least 3 wheels must touch the ground at all times.
12. Each car must pass inspection by a derby official before it may compete. If, at registration, a car does not pass inspection, the owner will be informed of the reason for the failure, and will be given time within the official weigh-in time period to make adjustments.
13. Once a car is checked in, no further modifications can be made (including lubricating). Only the owner or derby officials will be allowed to handle the cars once they have been checked in.
14. If a car is damaged during racing, the owner will be allowed 5 minutes to make repairs.
15. Heats may be re-run at the discretion of the race officials (i.e. fouled track, broken car, etc.).
16. All decisions by race officials and judges are final and are not subject to appeal

