

# StocKar Rules - 2019

(These are Shape N Race rules which have been unchanged since 2008.)



1. The maximum weight is 5.0 ounces (142 grams).
2. Except for adhesives, lubricants, weights, and decorations, you must use the block, wheels, and axles from the original StocKar or Shape N Race kit. Weights and decorations must be securely attached.
  - \* This rule prohibits (among other things) motors, rubber bands, springs, starting devices, bearings, bushings, washers, solid axles, skids/runners, other wheels, and wet paint. *This doesn't apply to the "Demo Class".*
3. The original wheels and axles must be used as intended and cannot be reshaped, although manufacturing irregularities (e.g. sprue, flash) can be removed.
4. The car must fit the track and is limited to the maximum width and length of the CSB StocKar or Shape N Race kit. No part of the car can extend in front of the Starting Post. Body height above track is standard for the StocKar Kit. Maximum car height is 5 inches, due to the Finish Gate height.
5. The car must be built in the last two years and cannot have raced in the Provincial 1000 Derby before. **If a car was built in the previous Brigade season, it also qualifies for this derby. This doesn't apply to the CLASSICS Division.**

## Competitive Divisions for Everyone

There are 2 Divisions that are open only to Stockade Boys - the boys must be members of a Stockade Unit.

Cars may be mailed in for Units not able to attend in person; these will be tuned and raced by impartial Battalion Boys, according to any instructions sent with the car.

**Note:** Boys in Associate or Affiliate CSB Churches who are members of that church's boys club, and are in the same age range as Stockaders will be considered Stockaders for this event.

### Division One: Fastest Car - Stockader (speed and placement)

The winner is declared The Grand Champion of the BC Provincial 1000. These cars must meet the rules.

### Division Two: *Best Design* - Stockader (*Best looking car*)

Adult participation may reduce the score. These cars must meet the rules.

There are five more divisions for other contestants:

(The trophies reflect the lower emphasis placed on these classes.)

### Division Three: Fastest Car - All-Comers (speed and placement)

Open to anyone; including Stockaders, boys, leaders, dads, moms, Battalion and Tree Climber boys, girls, and friends. These cars must meet the rules.

### Division Four: *Best Design* - All-Comers (*Best looking car*)

Open to anyone. These cars must meet the rules.

### Division Five: Fastest Car - Demo Class (speed and placement)

Open to anyone, for cars that don't meet all the rules. If it can't race in Division One or Three, it can race here. However, you must use the original wood, wheels and axles, but they can be greatly modified.

### Division Six: *Best Design* - Demo Class (*Best looking car*)

Open to anyone, for cars that don't meet all the rules, the weird and the wonderful. (You must use the original wood, wheels and axles, although modified.) There are no demerits for adult participation.

### Division Seven: Fastest Car - CLASSICS (speed and placement, ONLY)

Open to anyone; including Stockaders, boys, leaders, dads, moms, Battalion and Tree Climber boys, girls, and friends. These cars must meet the rules, except they can have raced before.