

VALVE COVER RACES

Sponsored by Corvette Marque Club of Seattle (CMCS) held in conjunction with Corvette and High Performance Meet.

HELD SUNDAY FEBRUARY 7, 2010 ONLY!

REGISTRATION Open at 9:00, closes at 10:00

Contact: Gary Main (Gary@CorvetteMarqueClub.com) or 425-881-6198

Think of Pinewood Derby Races only bigger! Simply put, take an old valve cover, slap a set of wheels under it and we'll furnish the track to see who gets bragging rights for who's fastest!

TWO CLASSES

Stock

Must be stock in appearance (no wings)
Maximum weight 5 lbs.

Modified

Wings and accessories are allowed
Maximum weight 7 lbs.

FOR DETAILS, SPECIFICATIONS & RULES see page 2 & 3 of this document

TRACK

32 feet long plus approx. 10 foot run off/catch area
Starting line will be 4 feet off the floor

REGISTRATION Open at 9:00, closes at 10:00



Let's Go Valve Cover Racin' . . . at the **NEXT GENERATION AUTOMOTIVE EXHIBITION**



The first ever **Next Generation Automotive Exhibition** on Feb 7, 2010, held in conjunction with the **36th Annual Corvette & High Performance Meet** at the Puyallup Fairgrounds will include **VALVE COVER RACES!** Never heard of it, you say? Here's the deal: It's a lot like the Pinewood Derby races that your neighborhood Cub Scouts do. Only bigger. Bigger boys have bigger toys. Girls do too! Simply take an old valve cover, slap a set of wheels under it, find an incline somewhere, and say to your buddy, "Bet mine's faster'n yers!", and Bubba, 'ya probably got 'yerself a race. There are a few rules, of course, but not many. Building a VC racer is very simple. This isn't rocket science, folks, but there's a bit of 7th grade Physics involved. If you were paying attention all those years ago, and apply just a wee little bit of what you (should have) learned, you will do very well. It's **WAY** more fun than 7th grade physics, too! There will be (2) classes:

STOCK

- Must be stock in appearance (no wings, etc)
- Maximum weight 5 lbs.



MODIFIED

- Wings and accessories are allowed.
- Maximum weight 7 lbs.



RULES and SPECIFICATIONS

VALVE COVERS

- Must be from an automobile or light truck gas engine. (No diesels)
- **NO** power source is allowed. **GRAVITY** power only.
- Maximum width 10 inches. Maximum length 24" (May be smaller).
- Must have a minimum of 3 wheels. More is OK.
- Leading edge of VC racer must contact track starting pin (pin extends 2" above track) (Hint: contacting the pin well below the 2" level works best)
- Weights must be securely attached & non-movable. (**NO** sliding weights)
- All entries must be officially weighed in & pass a technical inspection.

TRACK

- Will be 32 feet long plus approx. 10 foot run off/catch area.
- Starting line will be 4 feet off the floor.
- Lanes will be 12 inches wide.
- Track side & center rails will be 2 inches high.
- Races will be electronically timed, if possible.
- Eliminations will proceed after time trials and qualifying runs are completed.

all track measurements are approximate

GENERAL

- Individual entries are allowed in one class only.
- Entrants are responsible for staging their own Valve Cover entry.
- Racing is open to kids (of ALL ages), one official entry per person, after time trials.
- Unsportsmanlike behavior will result in disqualification (& heavy shame!)
- Organizers do not accept responsibility for injury or damage to persons or property or for failure to have fun. Yer on yer own, bubba!
- Decisions of the Organizers will be final. Protests will NOT be acknowledged.
- Awards may be made for People's Choice, Rusty Wheels, and various Competition classes.
- Anything NOT specifically PROHIBITED by above rules is LEGAL.
- Anything NOT specifically REQUIRED by above rules is OPTIONAL.
- And finally . . . there AIN'T NO MORE RULES!

So there you have it. Race is 7 Feb '10. You have plenty of time to get your act together. Dig around in your garage & find that old valve cover you've been using to store old rocker arms & rusty head bolts that you'll never ever use again. Dump the junk out of it, slap on a set of wheels (and maybe a coat of spiffy paint) and LET'S GO RACIN' . . . !



Questions? Contact...

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