**The Creek To Peak Mountain Soapbox**

**Derby Series**

**Race Rules and Registration Info:**

**Race Date:**Saturday, May 20th, 2023

**Place:**Meyers Lane, Livingston, Montana

**Time:**10am – TBD

**Event:**Creek To Peak Mountain Soap Box Derby Series

**2023 Application Link: Link will be provided**

**Website:**<https://www.creektopeak.com/mountain-derby>

**Facebook:**<https://www.facebook.com/creektopeakderby>

**Info:**sales@creektopeak.com

**Directors:**Brandon Schreiner and Jack Eshleman

**Sponsorship/Food Truck Info: Follow Your Nose BBQ and Katabatic Brewery**

**Required Meetings:**

**Racer Safety Meeting**: At least one member from each team must attend the racer meeting the morning of the event. 1 hour before event start time. It is best if more than one member is present so everyone is clear on the rules and safety.

**Racer Meetings:**Racers Meeting will happen the morning of the event in the pits on the course.

**Application Deadline**is April 25th, 2023 at midnight, please sign up sooner if possible!

**Registration Day:**

There is a refundable(if race is cancelled) $200 entrance fee due upon registration via online per our website. That’s a 5 Team Member Max or $40 a person for the time of your life supporting a great local cause.

Team or Car Name changes must be updated by the registration deadline day. No changes will be accepted after May 7th, 2023

Teams invited to the final registration and end up on the waiting list will be notified if a spot opens up.

**Derby Rules:**

• All members of your team must be at least 14 years of age including your volunteer.

• Each team can have up to 5 members including your pushers and volunteers.

• There must be at least one member from your team in your pit stall at all times. The Pit Boss will come by your stall once to call you up for your next race. If you miss your call and are not queued up on time your team will not race that heat.

• If your team misses a heat, a time of 3 minutes will be entered for your team for that heat.

• Each team gets a 10yd push at the start by your designated pushers. If your designated pushers step over the start line, you will be disqualified from entering your time for that heat.

• If your gravity car is not free rolling by the time you hit the “Redline”, located approximately 150 ft. from the Finish Line, (distance is up to the race officials), your car will be disqualified. A timely race is essential.

• Each car can have a maximum of 2 people racing inside your car. Your pusher cannot race if pushing for that heat. No one can jump in the car after the race has started or that is an immediate disqualification.

• No pyrotechnics, fire, fireworks, candy, ice, soapy water or anything that can cause a dangerous track may be thrown from your car at any time while on the track and racing-or-in the pits.

• Each team will race at least 3 heats. Out of all four heats we will drop your slowest time and average out the other 3 heats to determine the winner!

• Teams are encouraged to wear a team oriented or group costume theme.

• Each team is expected to clean up after themselves. Pack out all waste! Not an option!!

• Each person racing in a car must have a helmet securely attached during the run if driving to his/her head, knee pads, elbow pads and safety goggles. A full-face helmet is recommended but not required.

• Each team member including your pusher and volunteer must sign a liability waiver on race day. Participate at your own risk.

**Derby Car Rules:**

• Your car must have at least three (3) wheels in contact with the track at all times. • Your car must be powered only by gravity, no kinetics, no wind, and no propulsion or any other means of acceleration will be accepted.

• Your car must have functional brakes (no Fred Flintstone brakes will be accepted).

• All teams are allowed to spend up to $2000 on their car. 􏰀 The width of your car must not exceed 5ft (60 inches). 􏰀 The length of your car must not exceed 9ft (144 inches). 􏰀 The height of your car must not exceed 8ft (96 inches). 􏰀 Your CAR may not weigh more than 300 pounds.

• Your car must have a large eye bolt attached securely to the front and rear of the car. Up to 3 cars are tethered together for the tow back route.

• Your team/car number must be on the front and the right side of your car. Large enough to be legible by the timers.

• Audible horns are mandatory. They must be loud enough for it to be heard by spectators around blind corners.

• Luges or skateboards do not qualify as a derby car ie. No skateboard wheels or caster wheels will be accepted. Any use of Caster or Skateboard/Luge

Board wheels will get you disqualified ie. You will NOT participate.

• Your car will be inspected by our Pit Boss crew and held to a “Workmanlike” standard. You must demonstrate that your brakes stop your car. Any car that appears unsafe or in violation of our rules will be disqualified from racing without refund.

• Cell Phone use, texting by the driver(s) or any display of unsafe activities while racing is not allowed.

**Alcohol Rules:**

*Race Participants are required to stay mostly sober until after the race! Having an adult beverage or two during the race is fine if you can be a responsible adult. If any team member appears to be highly Intoxicated you will automatically not be able to race and forfeit your deposit and team for the day.*

*\*\*\* PLEASE SUPPORT KATABATIC BREWERY AT THE EVENT\*\*\**

• No Glass Bottles Please!

• Pick up your trash. Trash bins and outlets will be provided.

• Do not relieve your bodily fluids at the race
area. Port-a-potties will be provided for the event.

• No motor vehicles are allowed on the race course unless given a permit from the organizers. This includes scooters.

• Our organization does not authorize test runs. Help us remain in good standing with the community of Livingston. Test your gravity cars elsewhere!

**Race Day Basics:**

• “The Pits” must remain clear for track set up and big rig vehicles from 5:00am – 7:00am.

• Racers can check-in and begin unloading at 8:00am

unloaded and checked-in by 9:00am.
• The “Team Captain” is responsible for each of your team members’ actions.

• In the event of an accident or a malfunction and your car is unable to finish the race, the driver must pull the car 10 ft. off the track. If your car can be repaired, you must drive it to the pits. Once your car is operational, to derby standards, contact a volunteer and we will notify you when it is safe for your car to roll down the track. If your car is NOT repairable your car must remain off the track for the remainder of the race.

**End of Day:**

• It is up to every team to clean up after themselves. The Creek To Peak Adult Soapbox Derby prides ourselves on leaving the mountain cleaner than we found it.

• If you need to retrieve a disabled vehicle from the track contact the Pit Boss, Info Booth or Race Director to do so

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