

GOF Central 2022

Valve Cover Race Rules

History

This tidbit of historical information was passed on by an elderly Brit named Riley Morris. He says that valve cover racing was invented by plucky British sports car owners out of practical necessity. As it often turned out these enthusiasts could not always race the whole car due to the machinations of Joseph Lucas, the Prince of Darkness. Due to the complete absence of electrical components and the reliable nature of gravity, they determined that the valve cover was the only part of the car they could count on to run reliability every time.

General Rules

There will be two classes of racers: “Standard” and “Outlaw”.

Standard will be cars weighing 12 pounds or less.

Outlaw will be cars over 12 pounds with a maximum weight of 30 pounds.

A valve cover from any British car may be used provided it conforms to the dimensions listed below.

All cars will be inspected before the races to ensure compliance with the racer dimension listed below.

Minor car adjustment and/or repairs made be made in the “Pit” area.

There will be awards for a Winner and a Runner-up in each class.

Racer Dimensions

These dimensions will apply to all cars regardless of class.

Maximum overall length - 24 inches

Maximum overall width - 10 inches

Maximum overall height - 8 inches

Maximum wheel diameter - 6 inches

Minimum number of wheels touching the ground – 4

Each wheel must carry a portion of the cars weight

There is no maximum wheelbase or wheel track as long as the overall length and width dimensions listed above are met.

The valve cover must retain its original dimensions and stock gasket surface

No means of propulsion or movable weights are allowed

No steering is allowed

No springs or dampers are allowed

Track Dimensions

The inclined portion (the Ramp) of the Track is 8 feet long.
The height of the back of the Ramp is 2 feet.
The ramp is 3 feet wide – 2 18 inch lanes.
The “Run Out” from the bottom of the inclined Ramp will be 20 feet.
There will be a smooth transition from the Ramp to the Run Out.
The width of the Runout Lanes will be 18 inches.
The “Starting Line” will be 24 inches from the back edge of the Ramp.
The Lanes of the Run Out will be marked with masking tape.
The Finish Line will be marked with masking tape.

Race Rules

Each car will receive a numbered sticker at race check in to be affixed to the car.
Race pairings will be determined by random drawing of car numbers.
The “tournament” will be double elimination.
Each race will consist of two cars.
They will race the best two out of three heats.
After each heat, the cars will change lanes.
The front edge of the car must rest on the “Starting Gate”; there can be no overhang of any part of the car over the Starting Gate.
The front edge of the car touching the Starting Gate will be used to determine which car crosses the Finish Line first.
If one car runs out of its lane but the other car stays in lane until the Finish Line, the car out of its lane loses that heat.
If both cars run out of their lane, the heat will be rerun.
To win a race the winning car must cross the Finish Line in its lane.
Each racer must catch his/her own car at the Finish Line.
Each race will be videoed by cell phone to determine the winner in a “photo finish”.
The Race Master will decide the winner of a photo finish.
If the Race Master determines that the photo finish video shows a tie, the race will be rerun.
The Winner of each race will move to the “Winner’s Bracket” and the other to the “Runner-up Bracket”.
Racing will continue until all cars have raced.
Then the cars in the Winner’s Bracket will race until one car is left.
Then the cars in the Runner-up Bracket will race until one car is left.
Then those two cars will race to determine the Winner and the Runner-up.

Note: The “Race Master” running the races will have the final say on any rule disputes or issues.