

SOAPBOX DERBY RULES AND REGULATIONS

There are five basic requirements for derby cars and participants:

1. Gotta Go!
 1. All cars must have 4 wheels. Each derby car must be gravity powered. No motors or engines. Cars may not exceed 12ft nose to tail, 5ft side to side and 5ft from ground to highest point. Each car is allowed 2 operators, but combined weight including operators may not exceed 500lbs. If using wood we suggest that you use screws rather than nails and be sure to use plenty of wood glue.
2. Gotta Turn!
 1. Simple pivot steering is the most basic and common steering system. Basically, the front axle is a solid piece that rotates about a single pivot in the center. This system is the simplest to construct but is the least secure and we recommend AGAINST this method
 2. Four bar linkage is like a steering mechanism that you might find in your automobile. It is more complex and harder to construct and thus it is seldom recommended. Whatever method of steering you use, it is not wise to limit it to the range of your car. The derby will be run on a straight course so that there will be little need for sharp turns. Please do not design your car to turn on a dime, it is not safe and may cause your car to flip.
3. Gotta Stop!
 1. Skid pad on the wheels is a very basic, yet very effective braking method. In this method, you set up a pad or brake shoe that rubs against the wheels to stop the car. This is the most preferred method for cars made from scratch because of its effectiveness and simplicity.
 2. A skid pad on the ground is similar to the first option, but instead of a pad contacting the wheels, it contacts the ground. This method is a little more complex to construct and probably less effective than the pad on the wheels method. However, this is the method that was first used in soapbox racers.
 3. Caliper brakes on the wheels are like your basic bicycle brakes. This method works great although the construction needs to be fairly concise for the brakes to be effective.
 4. Regardless of the braking system that you choose the most important thing is that the car must be able to stop. Good brakes will go a long way in preventing crashes.
4. Gotta wear a Helmet!
 1. Helmets are a must! Please do not alter helmets in any way that would change their effectiveness. Cars will not be allowed on the track unless the driver is wearing a helmet. Elbow and knee pads are also strongly encouraged.

5. Gotta have Permission!
 1. Registration must be filled out no later than 4/15/2026 11:59pm, and must include all contact information and acknowledgement of the liability waivers for each participant as well as your designated volunteer.
 2. Liability waivers will be signed in person at the drivers meeting.
2. Additional rules and regulations
 1. Your car must be a car...skateboards, street luges, bicycles and so on are not permitted.
 2. Your wheels must be more than 4 in in diameter and no more than 12 in in diameter and must have a rubber or gripper outer surface...we need cars to roll down the hill...
 3. The event team reserves the right to refuse any entrants as well as disqualify any teams without a refund.
 4. Application fee of \$100 is due with your registration.
 5. Your car may not leave anything behind. You cannot throw or launch items from your car, no "James Bond" smoke screens or water cannons...In short the track should be exactly the same before and after your run...except for the deafening cheers from the crowd.
 6. All cars can be required to carry a logo from our derby sponsor. It will be a flag, sticker, decal as determined by the sponsor and event team
 7. A representative from your crew is required to participate in the pre-race meeting TBD(Mid to Late April). This meeting will go over any final rules or questions for all participants, it will also solidify the starting blocks and timing for the event. Failure to have a representative may result in disqualification.
 8. Driver position is up to you, however, a drivers head/helmet cannot be within 10 inches of the front bumper...and cannot act as the rear bumper of your derby car.
 1. Your face may not be the front bumper of your car.
 9. The drivers' and passengers' head/helmet position must be behind the steering controls. Steering controls must be in front of your head.
 10. Participants must be able to see at least 180 degrees around them.
 11. Participants must keep their arms and legs within the vehicle at all times.
 12. A violation of the rules will result in disqualification.

3. Sheet metal edges must be folded over (hemmed) so sharp edges are not exposed.
4. Cars must have at least two (2) wheels in contact with the track at all times.
5. Derby cars must be gravity-powered. No kinetics, wind, propulsion, or other means of acceleration will be accepted.
6. Cars must have functional brakes. (Fred Flintstone brakes are not acceptable) Remember... the course is downhill, not on a flat surface, we recommend testing your breaks safely in different situations.
7. CAR may not exceed 500 pounds in weight.
 1. That is Car, driver, and passenger (if designed to have a rider)
8. Jr Division the 13-17 kids' cars:
 1. It may not exceed 350 pounds in weight.
 2. Same dimension as adult division cars
9. Luges or skateboards do not qualify as a derby car. NO - skateboard wheels or caster wheels will be accepted. Any use of caster or skateboard/luge board wheels will result in disqualification.
10. Cars will be inspected by our Pit Boss crew and held to a "workmanlike" standard. Participants must demonstrate that the brakes will stop the car. Cars that are determined to be unsafe or in violation of any of the rules may be disqualified

***These restrictions are designed for your safety. If you have any exemption requests you can email hollerfest24@gmail.com We would be happy to review your request but reserve the right to accept or decline any exemptions based on safety.

Soapbox Derby Racing Rules

1. Avoid contact with other cars while moving/participating. Intentional bumping/rubbing is prohibited, a malicious contact will warrant disqualification.
2. Teams are limited to five (5) members.
3. Participants of adult division teams must be at least 18 years of age.
4. There is a two (2) person maximum per derby car. The derby car “pusher” cannot race if pushing the car for the heat. Jumping into the car once it is set in motion is not allowed.
5. Youth division teams CANNOT have an occupant over 17.
6. One member from your team must remain in the pit stall until their car is inspected. The Pit Boss will come by each participating pit stall ONCE to notify participants of the next race. Teams will not be allowed to race if not in a race-ready position at the time of the heat.
7. Each team will be **allowed a 10-yard push at the start line by one designated pusher.** If the designated pusher steps over the start line, the team will be disqualified from recording time for that heat.
8. Disruptive activity will NOT be allowed in the 10-yard push zone. (i.e. music, horns, water cannons, contact with other cars)

- 9. NO - pyrotechnics, fire, fireworks, candy, ice, soapy water, oil, or anything that may cause a dangerous track, may be thrown from the car at any time.**
- 10. NO - James Bond stuff - including smoke, chalk, mirror, or vision-dimming hijinks. James Bond, Super-villains, and Super-spies will be disqualified.**
- 11. NO – Alcohol – drinking and driving do not mix.**
- 12. NO – Texting or operating a cell phone while driving.**
- 13. Each team must clean up after themselves. This is a “green” event, recycle and re-use if possible.**
- 14. Helmets are a requirement and should be securely attached to each participant’s head. A full-face helmet is recommended but not required. Knee and elbow pads are also highly recommended.**
- 15. Each team member must sign a waiver, including pushers and volunteers. Participate at your own risk.**

We are super excited you’re interested in the Fourth Annual “Holleroo Soap Box Derby”. I’ll admit my dreams for this event were a lot bigger and a lot more complicated but we’re gonna have a good time, raise some money for one of our favorite non-profits, and get the some much needed publicity for Happy Holler, Central businesses, and your business.

This event is to have a good time, treat it like a parade, just out sharing with your community, getting people together, and having a great time. It is a competition and there will be winners and losers, but if we have a good time we all win...right? (Uhg...I say that with no irony and mean it, but it still feels gross.)

So, we are doing a different play on the soap box derby, You will start in the block on CENTRAL at Scott in front of Foam Rubber Outlet. Your car will be released and then gravity takes over...

We will also have a beauty contest. The prettiest car wins that can complete the course...it doesn’t have to go fast or far up the other hill, but it must safely roll to the bottom of the holler. All cars are automatically entered in the beauty contest, judging will be based on a 3-member ‘hidden’ panel, ...

All teams are required one ‘race day’ volunteer, volunteers will be helping manage the race and drivers with their volunteers will help set up and break down the course.