

PIKES PEAK MODEL A FORD CLUB HUBLEY RULES

1. Classes are as follows:
 - a. Youth: 3 thru 17 years.
 - b. Adult: 18 years and up.
2. All Hubley cars must be stock Model A Ford models, including the original tires, wheels and axle screws.

No modifications are allowed.

Cars allowed to race are: Original Hubley, Scale and Gabriel.

Any of the seven Model "A" body styles may be used: Sedan, Station Wagon, Coupe, Roadster, Roadster Pickup, Victoria, and Phaeton.

3. Steering may be secured or loose. A dry lubricant such as graphite is allowed.
4. Weight: 1 pound 5 ounces MAXIMUM. Added weights must be secured.
5. If, at registration., a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make the adjustment. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race. Cars with wet paint cannot be accepted.
6. After registration, participants will not touch any of the cars in race competition. The cars will remain on the table between races. No adjustments may be made by participants of the race. No adjustments may be made by any official.
7. Participants may paint their Hubley's any color. Prior to the race, there will be a viewing time and votes will be taken for "Best of Show" in each class. All participants may vote. In the event of a tie, one official (without knowledge of the vote tally) will vote to break the tie.
8. All cars will run radiator first down the track.
9. The race will be conducted on a 40 ft long, three-lane track with a manual start and a pillow at the end to cushion the stop. Lane scheduling will use a pre-generated round-robin method. In order to accommodate imperfections in the track (i.e., fast and/or slow lanes) each car will race once in each lane. In addition, each car will race against different opponents as much as possible, to avoid matching the fastest (or for that matter, the slowest) cars against the same opponents repeatedly.
10. Winners will be determined by a point system, with 3 points awarded to the winning car in each race, 2 points for second place, and 1 point for third place. In the event a car does not make it to the finish line, it will be awarded 0 points for that race. The car with the greatest total points at the completion of all races will be the winner. A final double-elimination race will determine the winner of a tie, if necessary.