

40th Anniversary Valve Cover Competition

The rules for the construction of the valve cover racer are as follows:

- No engine, propulsion or moving weights. Gravity is your only friend;
- The racer must be made from an internal combustion GM engine valve cover;
- The valve cover must retain its entire original gasket-sealing surface;
- The racer can have a chassis, but the chassis cannot be inter-changed with any other valve cover body after it is registered for that day's race;
- Nothing may extend beyond the gasket surface on the front of the racer;
- There must be a maximum of four wheels, either inside or outside of the valve cover;
- The racer must be clean (no sludge). If the racer drips oil or grease, it is disqualified;
- The racer must have a number affixed to the surface; these are provided at registration;
- No part of the racer may extend over the track center rail at any time;
- May be bone stock or modified, it doesn't matter to us however; *Decoration is encouraged!*
- The leading edge of VC racer must contact track starting pin. (No part of the racer may extend forward of the starting pin contact point)
- Weights must be securely attached & non-movable. (NO sliding or liquid weights)
- All entries must be officially weighed in & pass a technical inspection.

The racer dimensions are as follows:

- Maximum Length of 30 inches (longer isn't typically always better)
- Maximum Width of 8 inches
- Maximum Height of 8 inches
- Maximum Weight of 8 pounds
- Maximum Wheel Diameter of 4 inches
- Maximum Front Road Clearance – your gamble ☺



The rules for the track and race are as follows:

- The track will consist of one lane, ~12 inches wide;
- The gravity track is 16' in length with an long run-off area where your VC racer travel distance will be measured with a tape measure and recorded for that run;
- The slope of the track is ~20-30 degree slope, transitioning to a flat run out area (see [2010 Conv. photos](#));
- The Start/Release pin sticks up approximately 2 inches from track to top of pin;
- Practice / wheel alignment runs are encouraged, prior to the start of competition;
- A VC Racer that veers to the right or left, out of bounds is a "did not finish" (DNF), for that run – it counts as one run

Races are held as followed:

- One official valve cover entry per person;
- Drivers will place and align their own racer;
- Each racer will receive three competition runs; longest is the best run since that determines the winner
- If a racer is hampered by a track official or issue (not the racer's fault), they will get another run;
- Winners will be determined by the maximum distance the VC racer traveled;
- 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!*
- Anything NOT specifically PROHIBITED by above rules is LEGAL;
- Anything NOT specifically REQUIRED by above rules is OPTIONAL;
- Protests will NOT be acknowledged;
- The judge's decision is final on all matters!
- *And finally . . . there AIN'T NO MORE RULES!*

Turn over for pictures of one method to build a Valve Cover Racer

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Below is one example of how to build a Valve Cover Racer – it is FAST & EASY!

Parts List:

- 1 Small or Big Block **GM** Valve Cover (*after all, we are a Corvette Club*)
- 2 sections of all-thread rod – for the axles
- 8 nuts, one for each side of each wheel – nylock nuts are recommended
- 8 washers, one for each side of each wheel
- 4 wheels of choice – in-line skate wheels were used here; numerous other options out there
- 4 copper banding strips – with 2 screws per strip (there are many other attachment methods)



1. A thin wooden base was cut to fit, then added to the valve cover – it is bolted to the bottom
2. Attach the axle with the banding strips – then screw banding strip to the wooden base
3. Add nuts to the inside of the axle – one on each side of the valve cover
4. Add washers, then add wheels, then add washers, then add the outside nuts (1 each side of course)
5. Adjust the outside nuts so that the wheels still spin freely but don't wobble
6. Roll VC Racer to see how straight it runs ...tweak the axles/banding strips until it rolls straight
7. Decorate and paint as desired – see bottom right photo



Add weights as desired – more doesn't always win – remember when the track turns flat, weight hurts.
All weights must be solid weights and affixed inside or outside of the valve cover – 8# maximum