

Lil' Racer Car Club
Boxcar Rules and Regulations
2010

Find or purchase a minimum 2 ft.X2ft.X6in. cardboard box. A box with clean sides works the best. I went to a store that sells cardboard boxes and found a nice one measuring 24X14X12 and another one measuring 24X18X12, but get the size that best fits your son or daughter.

Tape the flaps shut on both the top and bottom of the box, and it is optional to remove the bottom flaps if you wish.

Cut a hole in both the top and the bottom of the box so the box will fit down over your child's body.

Mount or cut out handles or attach straps to fit over the shoulders to "carry" your car. Color, paint, or spray the entire exterior of your box and decorate it to resemble your favorite racer. Pick a number and put it on both sides, big enough so fans can read it. The words- Lil' Racer Car Club- must be printed in block letters in the lower left hand corner of the two sides.

Use paper plates for wheels and attach them with glue or use thumbtacks.

Avoid attachments on your car that will make them too heavy to safely run with it.

Racers must wear tennis shoes that either tie or have Velcro straps.

Wear socks that slide easily on and off.

RACERS WILL BE DIVIDED INTO TWO AGE GROUPS:

Ages 2,3,4,5

Ages 6,7,8,9,10

The race will take place on the front stretch, moving left to right.

The start and finish lines will be marked by orange cones.

There will be a pit stop in the middle of each race.

Rules for the Pit Stop

At the Pit Stop, the racers stop and remove their boxcars. They sit on the carpet squares in front of their parent or other adult helpers. The adult quickly removes the child's shoes and socks. **ONLY ONE PAIR OF SOCKS WILL BE PERMITTED TO BE WORN.** The adult then quickly replaces their socks and shoes, securing them properly. This is their pit stop. They then stand, put their boxcars back on, and run to the finish line. First one to the finish line, wins!

Medals will be awarded for 1st, 2nd, and 3rd place with winners names in drawing for trophy.