

Valve Cover Racing Who Knew!

JB

I have always been a little slow getting to the party, however I do get there eventually. And so it was when someone mentioned Valve Cover Racing. I had a friend who belonged to a Car Club in Seattle and he mentioned it however I did not realize it was a National thing.



Slowly the light comes on as I began to read about Car Clubs all over the Country (and other Countries) participating in this offshoot of the Automobile Hobby. It has become quite an attraction at Cruise Ins and other Automotive Events. After all who wouldn't mind a small scale project that requires no heavy lifting and will not break the Bank! Better still, you get to put on your wanna be Engineer Hat and try to figure out how to make it faster than everyone else's. Rat Rod, Hot Rod, Low Rider, Rice Burner or Antique the Canvas is basically blank.

Another interesting aspect of Valve Cover Racing is that it offers us the opportunity to get the young folks involved. As one fellow so aptly put it, if we cannot engage and encourage young folks to enter the hobby, we shall be leaving this world with a Garage full of Cars no one wants.

So there it is, I have finally arrived at the Party. Now all I have to do is find that old Valve Cover that I had kicking around here someplace.

Rules and Regulations

The Cars

- 30" Maximum Overall Car Length
- 10" Maximum Total Height
- 10" Maximum Total Width (including wheels)
- 10 LBS Maximum Total Weight by Our Scale
- No Engines or Propulsion of Any Kind
- No Moving Weights
- Covers Must Have 4 Wheels (Inside or Outside), Each Wheel 6" Diameter Max
- Wheels Must Have a Non-Metallic Surface Contacting the Track
- Covers Shall Be Based on an Actual Rocker Cover from A Car/Truck Engine
- Nothing Shall Extend Beyond the Gasket Surface on The Front of the Cover
- Covers Must Have a Permanent Number Affixed
- The Cover Can Have a Chassis, But Cannot Be Interchanged with Any Other Body.
- The Cover Must Be Clean. If It Drips, You Lose

THE RACES

- The Track will consist of 2 Lanes
- The Driver will release their own Cover on the Green Light. If you Jump the Light, you will lose.
- If a Cover Interferes with the Opponent Cover during the race, you lose that round
- If a Cover crosses the Center Line, You lose that round
- If a Cover is hampered by a track issue, they will receive a Re-Run
- If neither Cover makes it to the finish line, the Cover that makes it the farthest is declared the Winner
- The Finish Line Judge's decision Is Final

You can find this and other Auto Related articles on cruisinkitsap.com