

# ALL-STAR

## Purpose:

To support the International Soap Box Derby by encouraging racers to remain active and competitive throughout the racing season, culminating in the recognition of the top-performing racers with an honorary race conducted during the ISBD World Championship race week.

This program is intended to:

- Encourage consistent and competitive participation throughout the rally season.
- Motivate and establish a culture of continued improvement among derby racers at all levels of expertise.
- Provide continued motivation for racers to participate in rally competition even after earning a guaranteed World Championship position invitation.
- Promote fair, honest competition in which every heat is completed with genuine effort and intent.
- Support authentic participation that reflects the true spirit of Soap Box Derby racing.
- Recognize and celebrate the racers who demonstrate outstanding performance and commitment during the season.
- Maintain a respectful racing environment free from coercion, race manipulation, or any expectation that a competitor intentionally alters the outcome of a race.

## Qualifying

- 18 racers per division will be invited.
  - All-Star participants must be attending AASBD World Championship race week as a Local or Rally champion to race in the All-Star event.
  - Within each region, the racer with the most first-place finishes in each division will receive an invite.
- The remainder of the invitations are awarded to the racers with the most wins Nationally (“At Large”).
- Should the Regional-Racer with the most first place finishes decline his/her invitation or is unable to compete, the next racer in the same division from the same region with at least one win and 120 rally points will receive the invitation. If the next highest racer in that region does not qualify, then the next highest rally ranking “At Large” racer in the same division would receive the invitation.
- A maximum number from one region is three (3)
- Tie Breaker determination:
  - 1<sup>st</sup>: Number of participants that the racer competed against in ALL his/her first-place races.
  - 2<sup>nd</sup> (if necessary): The racer's total number of 2nd-place finishes.
  - 3<sup>rd</sup> (if necessary): The racer's total number of 3rd-place finishes.
  - This pattern will continue until the tie is broken.

## Additional Information

- A win counts on all completed Rally Races of 4 or more competitors.
- Only completed races with a single declared champion will count as an All-Star win. Races cut short by weather/safety/other concerns do not count toward an All-Star win.
- No substitutions of car or driver.

## All-Star Race Format

- Single elimination, lane, and wheel swap race.
- 3 Rounds (10 heats per division)
  - Round 1 – 6 three car heats.
  - Round 2 – 3 two car heats.
  - Round 3 – Final 3 car heat.
- A wheel bank will be utilized for the event.
- The All-Star race chart will be drawn randomly.

## All-Star Race Day Rules

The All-Star race will follow the Challenge Race Rules but with the following exceptions:

- All-Star racers will weigh, by division, on the exact same scale.
- Guardrail contact in any heat:
  - If a racer makes contact with the guardrail, that racer will forfeit that heat.
  - In a two-car heat, the car that did not make contact with the guardrail will advance.
  - In a three-car heat with contact made in the first or second phase: The racer making contact is eliminated, the remaining two cars will return to the pavilion and will rerun the heat from the beginning as a two-car heat, utilizing lanes 1 & 3 with the current wheels on the cars. Any previous heat times will be disregarded.
  - In a three-car heat, with contact being made in the third phase: The racer making contact with the guardrail will be eliminated, and the remaining racer with the best overall time for the three phases will advance.