**Constitution of Vogel Racing Association (VRA)**

Constitution and Race Rules. All proposed rules still on the table are in Red.

**Association Constitution:**

General Rules

Note on Terminology: The term competition refers to the overall set of events that happen during a "race" (as they are called.) A competition happens over a 1-3 day period, where each event is only ran once. Sometimes a competition will not involve all events recognized by the VRA.

An event is an individual contest that together with other events make up a whole competition.

For example. The Christmas Cup is not a individual event, but a series of events, or a competition, that is run in December each year.

**Article One:**

**1.1 Officers** make all decisions through a vote; a successful vote must have a 51% majority. Officers are voted in by the current officers. There is no limit on the amount of officers. In the case of a tie, the president or if not available, any other non-voting member will cast the tie-breaking vote.

**1.2 Choosing Officers.**

**Officers** – Any established racer may be considered for officer of the association. They must have participated in two years worth or races in order to qualify as established. Officers have the right to vote on policy within the association.

An officer may never be denied an equal amount of cars to the highest amount of cars used by a racer in an event. An officer may never be denied participation in an event, unless suspended by the Rules Committee.

The current officers of the association are:

Daniel Vogel, Peter Vogel, Paul Vogel, Rob McCurdy.

**1.3** Henceforth Leslie Vogel shall be a nonvoting officer (except in ties) and is nominated as President and Officiating Officer for life.

**President and Officiating Officer** shall have final say in judging events, resolving disputes, and shall vote in the case of a Tie (if they are not already a voting member).

**1.4 Executive Officer** shall run the association. They are in charge of the yearly business meeting and finances of the organization. They must also chair the rules committee and the prize committee.

Dan Vogel is the current Executive Officer (XO). The term is two years, and the current XO shall serve until January 1 2013. The XO shall serve a term of two years and may be re-elected indefinitely.

**1.5 Rules Committee** – All voting officers are a part of the rules committee and may submit a new rule for review at anytime. The rules committee shall make any amendments to racing rules. The rules committee consists of all officers but is headed up by the Executive Officer. Racing rules shall be reviewed every year at the end of year business meeting.

**1.6 The** **Prize Committee** shall be made up of three officers and will suggest the names and prizes for new awards. The current prize committee is Paul, Dan Vogel, and Rob McCurdy. Elections for the prize committee will happen at the same time as the election for XO. The prize committee, made of three officers voted on from the main body, determines the type of prizes and suggests new events. They are also in charge of scoring and calculating any perpetual statistics or competitions.

**1.7 Members** – a member has been formally recognized by the VRA as a participating and acting racer of the association whom is allowed to participate in the races but has not been elevated to officer. They may adjudicate through the rules committee and make suggestions to the officers.

Current members: Tim Hemmis, Daren McCurdy, Isis Vogel-Miller, Emily Vogel-Miller, and Dave Miller.

**1.8 Guests** – guests are racers who have not been formally recognized by the VRA as members. They may not hold perpetual trophies in their possession, however they may win them.

**Article Two: Racing Rules**

**2.1 The Main event (Downhill Distance Racing)**

This event takes place on a constructed one lane track which is designed by officers of the association. It is suggested to be at least ten feet high, and should have an obstacle (such as a curve,) however this is not required. Each track may be adjusted with house rules. The tournament style is a double elimination bracket.

Standing house rules for the current Old State Road track: Cars must make it more than half way around the bend in the track for the run to count. Back wall bounces count, and distance is measured from the side nearest to the wall.

**2.1b** Cars shall be released at the top of the track. There shall be no “safety drops” (releasing from half way up the track to prevent turnover) unless mandated by the rules. The cars shall be released in order chosen through a coin toss or a general agreement if one can be reached.

**2.1c** Cars must make it all the way down the track (or past a point that is agreed on) to have their runs count. A car has three chances to successfully navigate the track, if after three drops the car cannot navigate off the track (or past an agreed on point) then the car is considered turned over for purpose of scoring. Upon stopping, a car must be on its wheels for its run to count. An upright car knocked over by the second car counts from where it was last on its wheels. If it is knocked further and stays upright, than that distance is given to it for final scoring. If a car is not on its wheels, but is hit by the second car and knocked upright, it is considered upright and scored from where it lies. Cars may only be propelled by gravity. After both cars have made their run, if one car is upright and the other is not, then the upright car wins.

**2.1d** At the end of a run, whichever car is further from the end of the track is declared the winner and is advanced to the next round. The loser is either advanced to the loser’s bracket or eliminated. Note: on some tracks, “bounce back” from the wall is added to the run. This is taken from the closest edge of the car to the wall which it bounced off of.

**2.1e** The redo. Each participant has three (or more or less if determined by the local track officials) redos that they may call for the entirety of this event. The redo gives the racer the ability to send his or her car down the slope again in an attempt to score a further run. *The other competitor does not have to run their car again, but must make the decision before the redoer sends his/her car down the slope.* Once these redos are used, they may not be used again until a new event.

**2.1f** The Ultimate Redo. Each player has one Ultimate Redo per event, this redo functions the same as the Redo described in 4.1e, but the Ultimate Redo forces the other player to run his or her car again too.

**2.1g** The tournament is run in a double elimination bracket system. The amount of seeds in the event will be determined each year by the rules committee with suggestion by the executive officer.

**2.1h** The seeding of the event will allow the winner of the previous year (if participating) to have a bye for the previous year’s winner (or a substitute chosen by that participant if the car is forcefully retired) if there is an odd number of cars involved in the event. Seeding should attempt to keep players from facing their own cars in the first round.

**2.1i** All officers shall be given the opportunity to field the same amount of cars. In rare cases the previous year’s winner may be allowed to have one extra slot for the winning car. The exact allocation of seeds to player will be determined before the race by the rules committee under the direction of the Executive officer.

**2.1j** At the end of each bracket, the winners shall face each other. Since it is double elimination, the winner of the winner’s bracket must be defeated in two matches for the winner of the loser’s bracket to win the event. Second place shall be awarded to the loser of the final match, places shall then be determined from the loser’s bracket.

**2.1k** This event will award the Vernon W. Vogel Memorial Trophy at eligible events. AKA the VwV.

**2.2a Downhill speed race.**

The downhill speed race is run on a double or quadruple track. Ideally, from the height of a door frame of greater. It is conducted in a double elimination bracket system, unless four tracks are used. In that case, racing pairs (first and second place) go onto the next heat, while the losing pair go to the losing bracket’s heats. IF it is generally agreed on that a two lane track may not be completely fair for both lanes, then the event moves to a two out of three format per heat.

**2.2b** The race is conducted on a specialized track that will have a mechanism that tells which car has won the heat. The first car down the slope is declared the winner and moves on in the bracket while the loser goes to the losers bracket.

**2.2c** The redo. Each participant has three redos (or more if so determined) that they may call for the entirety of this event. The redo sends the race into an instant rematch. Once these redos are used, they may not be used again until a new event.

**2.2d** The tournament is run in a double elimination bracket system. The amount of seeds in the event will be determined each year by the rules committee by the suggestion of the executive officer.

**2.2e** The seeding of the event will allow the winner of the previous year (if participating) to have a bye for the previous year’s winner (or a substitute chosen by that participant if the car is forcefully retired) if there is an odd number of cars involved in the event. Seeding should attempt to keep players from facing their own cars in the first round.

**2.2f** All officers shall be given the opportunity to field the same amount of cars. In rare cases the previous year’s winner may be allowed to have one extra slot for the winning car. The exact allocation of seeds to player will be determined before the race by the rules committee under the direction of the Executive officer.

**2.2h** At the end of each bracket, the winners shall face each other. Since it is double elimination, the winner of the winner’s bracket must be defeated in two matches for the winner of the loser’s bracket to win the event. Second place shall be awarded to the loser of the final match, places shall then be determined from the loser’s bracket.

**2.2i** This event will award the Alan K. Vogel “Tinker” Cup at eligible events.

**2.3** The Overall Points event.

This event tallies the amount of points per series of events (or per event) throughout the competition ie: each of the events of the Christmas Races. These points will be scored during all events and the winner will be presented the award at the end of the competition.

**2.3b** Points are given per individual win. Each heat winner will earn one point for their owner.

**2.3c** The owner with the most points shall be awarded first place. If there is a tie, then the person with the most event wins outside of this event shall be declared the winner. If there is still a tie, then the highest placing five cars are averaged. The person with the better average (aka use 1 for 1st place, 2 for second place, etc. lowest average wins. Cars eliminated in the same rounds shall be counted as the same amount of points). If there is still a tie, then the next five cars are averaged, this continues until a person is declared a winner. If in some freak circumstance that there is still not a clear winner, then a sudden death race shall happen, (if no track still exists, than the executive officer (or 3rd place player if the XO is involved in the dispute) shall determine the track and event).

The winner is awarded the minor trophy that is associated with each competition. Current Associations are:

Christmas Cup - The Barbarians Tankard

Summer Smash / Slasher - The Summer Slasher

St. Patrick's Day Slugout - The Blarney Stone.

**2.3d** The overall points for the entire year will be awarded in the same fashion, but a tie will go to the winner of the most VwVs, if still tied, then the two will enter into a race off , where the winners pick their best four cars and compete in a single elimination downhill distance competition. The cup for the overall yearly event is the Winans Cup

**2.4 The Long Jump**

**2.4a** a track is set up with a jump at the end. Each car gets to run three times. When the car stops (Does not matter if it is on its wheels or not) the run is recorded.

**2.4b** The jumps will be added together, best total wins.

**2.4c** In the overall points tally, the following points values will be given:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1st  | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
| 9pts | 8pts | 8pts | 8pts | 7pts | 7pts | 7pts | 6pts | 6pts | 6pts |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 11th | 12th | 13th | 14th | 15th | 16th | 17th | 18th | 19th | 20th |
| 5pts | 5pts | 5pts | 4pts | 4pts | 4pts | 3pts | 3pts | 3pts | 2pts |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 21st | 22nd | 23rd | 24th | 25th |
| 2pts | 2pts | 1pts | 1pts | 1pts |
|  |  |  |  |  |

**2.4d** This event will award the Maximus von Blackcat Jump Cup Trophy at eligible events.

2**.5 The Downhill Distance Large Vehicle Event.**

**2.5a** This event is exactly as the article 2.1 event in structure.

**2.5b** The vehicles that can participate in this event are limited only to models that are not cars. (Jeeps, pickup trucks, fire trucks, tanks, planes, bulldozers, etc…) It is designed so trucks that could not make it down the large track can compete.

**2.5c** The track should not have a bend in it if at all possible.

**2.5d** This event will award the Truck Cup Trophy (Silver Plate) at eligible events.

**2.6 The Stunt Track Event**

**2.6a** A track will be set up with stunts within it. A hall of fame car (or another car if circumstances prevent this.) will test the track, if the track is navigable to an agreed point, then the track is acceptable to compete on.

**2.6b** Cars are timed and measured on how far they make it on the stunt track. Each Car will run three times, taking their best results.

**2.6c** The following values will be given for the overall points tally and car records:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1st  | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | 10th |
| 9pts | 8pts | 8pts | 8pts | 7pts | 7pts | 7pts | 6pts | 6pts | 6pts |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 11th | 12th | 13th | 14th | 15th | 16th | 17th | 18th | 19th | 20th |
| 5pts | 5pts | 5pts | 4pts | 4pts | 4pts | 3pts | 3pts | 3pts | 2pts |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 21st | 22nd | 23rd | 24th | 25th |
| 2pts | 2pts | 1pts | 1pts | 1pts |

**2.6d** This event will award the "Snakefish Cup Trophy" at eligible events. If both the Stunt Race and Stunt Track events are ran, then the Snakefish Cup will go to the Stunt Race Winner.

**2.7 The Stunt Race**

**2.7a** A track will be set up with stunts within it. A hall of fame car will test the track, if the track is doable to an agreed point, than the track is acceptable to compete on.

**2.7b** Cars race head to head, whoever takes the flag wins. If no car takes the flag, farthest traveling car wins.

**2.7c** Done in a double elimination bracket, following the rules set forth in 2.1 and 2.2

**2.7d** This event will award the "Snakefish Cup Trophy" at eligible events.

**2.8 The Outdoor Cup (Downhill Battle Event)**

**2.8a** This event is held similar to the other two distance head to head events. However, the beginning track is a two lane track. Both cars are released at the same time, and the track should merge into one track. From this point on, the event is scored exactly the same as 2.1.

**2.8b** This event will award the "Executioner's Cup" at eligible events.

2.9 The Elite Event

2.9a This event is a overall competition. Each participant picks a designated amount of cars. These cars cannot participate in the rest of the events during the competition. After each track is used for the normal events, a special double elimination event is held using only the designated cars from each participant. The Oversized event is not considered one of the events used to determine the Elite Event's winner.

2.9b Each race is ran the same as per the rules of the standard event.

2.9c Participants are awarded points towards the final point tally for the competition, and the event. However, event scoring is as follows:

1st Place = 5 pts, 2nd place = 3 pts, 3rd place = 2 pts, 4th and 5th place = 1pt.

2.9d After the Downhill distance portion of this event (or whatever may be the last event of the competition) then the points are tallied. The winner is the person with the highest points.

2.9e Most of the time the Elite Event is played for cash. The buy-in is set at the beginning of the competition, and the winner takes all unless otherwise noted.

**Article three: Retirements and Duplications**

**3.1 Forced retirement**. After a car has won an event twice, it is forced into a retirement from that event. The owner may choose to have it considered for the Hall of fame, or may continue to race it in other events. Once a car is retired from two events it must be retired from normal races (other than hall of fame races)

**3.2 Model retirement**. Once a model of car has won an event four times, it is force retired from the event. The model may continue in other events until forced out.

**3.3** Forced retirements do not count in lesser races (non-cup awarding races) unless specified by the Officers who put them on.

**3.4 Duplicates**. No owner may race two of the same car in an event. This is determined by model and paint job. No owner may run more than two of the same model per event, regardless of paintjob.

**3.5 Multi-player Duplicates**. The rules committee may limit the number of a model allowed to participate if the model is dominating the playing field. All officers shall be allowed to field one of such model if a limit is imposed that allows anyone to field the model.

**Article Four: Salary caps and registration**

**4.1** Each owner receives a five dollar salary cap each year. This five dollars renews on January 1st of every year. In addition, if the five dollars is not spent it may be saved every year until the owner has 25 dollars, after 25 dollars, the owner may not accumulate any more salary until he/she spends some of what they have.

**4.2 Gifted cars** do not count against salary. However there are gifting restrictions. Any racer can only gift five cars a year to any other racer. These gifts have to be legitimate gifts, ie: birthday, Christmas, or any other gift giving occasion. A racer may receive up to 10 cars per 6 months, gifted (and picked out by) a non-racer.

**4.3 Winning salary**. An owner may win more salary by taking prize winning places in all events. First place for the VwV is 5 dollars, 2nd is 4 dollars, 3rd is 3 dollars, 4th is 2 dollars, and 5th is 1 dollar. All other sanctioned events (including Downhill distance events that do not award the VwV) reward winners in the following way: 1st: $3, 2nd: $2, 3rd: $1. Challenge events payout is determined by a 3/4ths vote of the officers. IF an owner wins money above the $25 total cap, he/she may have until the next official race to use the excess off, after that it is lost.

**4.3** The Executive Officer shall keep the records for the association, starting in 2008 records for individual cars shall be attempted to be kept. This should include a visual database for car registration.

**Article Five: holding events**

**5.1** Every year, the business meeting shall decide the next location of official events. Leslie Vogel’s house on Old State Road shall remain the home of the Christmas Cup until the locale is no longer available. After that point, nominations will be made for future locales with the officer body voting a year in advance. Alternatively, the major cup event may be held as the Easter Cup if Christmas is not a suitable time of the year for the cup. The Winans Award Cannot be Awarded more than Twice in a calendar year.

**Article Six: Challenges, Absentee Racing, and contracted car use.**

**6.1 Challenges** – A challenge may be issued for any cup (not the Winans Award or competition specific trophies) after two months. The challenger must be an officer of the association. If the challenge is accepted and approved by the rules committee, then a new major race will take place at a time suitable to the challenged. If the challenge is not accepted, the Rules Committee can force a challenge to take place with a 3/4ths majority vote. If a cup is currently in the possession of an officer and the challenge issuing officer is located out of state from the challengers, then the new race has to be scheduled around the current owner of the cup, even if the challenge race is forced by the rules committee. If the current owner of the cup is not an officer, and cannot make the set race, then they must send the cup back to the location of the race. They may race in absentee.

**6.2 Winning a challenge cup**. The cup shall be engraved with the appropriate name for the event, decided on by the prize committee. If the challenge falls on major race dates of Christmas or Easter, it may be called the Christmas or Easter Cup. Suggested names for other times of the year include: Turkey Bowl (November), Ghost Cup (October), Summer Smash / Slash (June, August), Memorial Day Madness (May), Labor Day Downs (September), Patriot’s Cup (July), Presidents’ Cup (Feb), Birthday Cup (Jan) etc… Once the cup is won in a challenge cup, then challengers must wait until the next official scheduled cup, or two months to issue a new challenge, whichever is first.

**6.3 Absentee Racing**. Absentee Racing is discouraged, but allowed as long as an officer is willing to race for the absent participant. All cars raced in absentee must be owned by the absentee racer, and not any other racer – even under contract. If there is a challenge to the legitimacy of the absentee racer, and executive officer and president decide the challenge is legitimate, then the absentee may be banned from racing in that event.

**6.4** An absentee racer may be limited in the number of cars they are allowed to race. An absentee racer, who will not be present during the whole event, should be limited to half as many cars as the highest amount allowed by an officer. This is to prevent them from winning multiple awards when not present.

**6.5 Contracting cars.** Participants lacking enough cars to participate may loan or contract out other owner’s cars. If one of these contracted cars win, the cup is presented to the participant, but the trophy will be engraved with both names in some manner.

**Article Seven Eligibility to race and to become part o the Hall of Fame.**

**7.1 The Hall of Fame** instantly retires a car from all normal races. These cars are chosen by the prize committee each year and are recognized at the awards banquet. The hall of fame is a place of honor. Five cars a year may be entered into the Hall of Fame, with the inaugural year allowing up to ten.

**7.2 Eligibility for Participation**.

Any person invited by the officers may become a participant. The officer body may vote against the participant’s participation. No family member shall be left out if they are over six years of age, but younger people may race if OKed by the officer body. Only Members and Officers are allowed to take home perpetual trophies (unless the winner is trusted by the association to bring the trophy back).

**9.3 Modifications**. Modifications (any altering of cars, besides bending wheels back into place, or repairs to original state with the original parts,) are not allowed except in Slugout matches. (St. Patrick’s Day races, must be ran as a slugout.) Once a car is altered, it may never be altered back to the original state, and must always race as modified. Unless specifically stated, all events require cars to be propelled by gravity or other natural forces. (Theoretically, at a slugout a participant could use wind power by attaching a sail, as long as it was natural wind moving the car.) Radio Control devices are not allowed, unless specifically mentioned in the rules.