

FLORIDA ADVENTURER BUG RACE RULES

Each Club must register and weigh in bugs at the Adventurer Race.

Registration Table. **Once the Club has registered their bugs:**
NO ADDITIONAL BUGS MAY BE ADDED
BE SURE ALL BUGS FROM YOUR CLUB ARE THERE BEFORE
REGISTERING & WEIGHING IN

Registration & Weigh-in: Club Name, Director Name, Director phone number
EACH bug will be weighed
Bugs can weigh UP TO 3.0 ounces – this includes all parts of the bug (wheels, decorations, etc.)

Bugs will be straddling a strip to race on & going under the starting gate – plan your designs and weight placement carefully.

The bugs are left at the table until the club is called to race.
Please bring a container (box lid, baking pan, etc.) to hold your Clubs bugs while waiting to be called to race.

Clubs must race as a club - once the club has raced - late arrivals cannot enter the event.

CLUBS CAN CHOOSE TO RACE SATURDAY NIGHT OR SUNDAY MORNING
PLAN WHEN YOUR CLUB WANTS TO RACE
Final Club heat race will be at 10:05 Sunday morning

Winners of each club's heat will race each other until a boy and a girl winner from each club has been determined. The Club winning bug(s) will be left with the judges.

Any Bugs that are NOT the Club Winners may enter the Bug Beauty Contest up until 10:10 Sunday morning.

Club winners will be given a certificate that has their name on it. They must report back to the winner's circle by 10:10 Sunday morning with certificate to race in the finals.

State Run-Off racing order will be chosen by certificates being put into a bag and max. of three (3) names drawn at a time.

The winner of each State Run-Off heat will race the winner of the other Run-Off heats until there are 3 boys and 3 girls for the State Final.

Decision of the judges is final.