

ALL-STAR (REVISION 2024)

Purpose:

To support the All American Soap Box Derby mission by encouraging racers to be competitive all year long and awarding the top racers with an honorary race held during the AASBD World Championship race week.

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 first.
 - The remainder of the invitations are awarded to the drivers with the most wins Nationally (“At Large”).
- Local winners will represent their race city as a local champ and are still invited to race in the All-Star event in the division that they qualified as an All-Star.
- Should a driver decline his/her invitation or be unable to race, the next highest rally ranking “At Large” driver would receive an invitation..
- A maximum number from one region is three (3)
- Tie Breaker determination:
 - Number of participants that the participant competed against in ALL his/her first-place races.
 - 2nd tie-breaker will be the participants' total number of 2nd-place finishes
 - 3rd tie-breaker will be the participants' total number of 3rd place finishes

Additional Information

- A win counts even if full fields are not met; however, minimum car count must be 4 (legal race).
- 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

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.
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- 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.