



AIR RACE CLASSIC, INC.

2026 ARC AIR DERBY

RULES & PROCEDURES

Table of Contents

1	Team—Requirements & Responsibilities	4
1.1	General Requirements	4
1.2	Contestant and Team Registration	4
2	Airplane—Requirements, Insurance and Numbers	5
2.1	Airplane Requirements	5
2.2	Insurance Requirements	5
2.3	Airplane Registration	6
2.4	ARC Air Derby Team Numbers	6
3	Creating, Tracking and Flying an ARC Air Derby Route	6
3.1	Creating a Route	6
3.2	Flight Tracking	7
3.3	Flying the ARC Air Derby Route	8
4	Scoring & Prizes	9
4.1	Scoring	9
4.2	ARC Air Derby Prizes	9
	Appendix A - Code of Ethics for Directors, Assistant Directors	13
	Appendix B - ARC Terminology	15

Air Race Classic

2026 ARC AIR DERBY Rules and Procedures

Air Race Classic (ARC) Mission Statement

To encourage and educate women pilots, to increase public awareness of general aviation, to demonstrate women's roles in aviation, and to preserve and promote the tradition of pioneering women in aviation.

ARC Air Derby Purpose

The ARC Air Derby (Derby) provides an opportunity for pilots around the world to challenge their piloting, flight planning and navigation skills and share their love of flying with other pilots in a fun, one-day event format. The Derby is an additional event to the traditional Air Race Classic annual all-women, amateur, cross-country air race for pilots and airplanes that qualify under Air Race Classic Race Rules and Procedures.

The ARC Air Derby

The Derby is a VFR flight flown on a single day within the dates published by the ARC. The objectives are to design a route that conforms to the Derby Rules, estimate the time it will take to fly that route, and then fly it as close to that estimated time as possible.

The Derby will conclude with a virtual Awards Banquet where prizes will be awarded for the closest time estimates for each leg and the entire route.

The Derby is open to all airplanes that can compete within these rules. Routes may be designed and flown in the U.S. as well as other countries. Registration is limited to 99 Teams.

Rules and Procedures

These Rules and Procedures (Rules) are designed to promote safety, fairness, an equal chance to compete. Some penalties are specified in these Rules while others are at the discretion of the judges. All decisions are final.

Any questions about these Rules may be emailed to governance@airraceclassic.org.

ARC Directors expect Derby Contestants to respect ARC's Mission Statement by exhibiting good sportsmanship and professional behavior. Further, Directors expect Contestants to be familiar with and abide by these Rules and the US Federal Aviation Regulations or applicable aviation regulations where the route is flown, and to exercise good judgment and diligence at all times.

ARC Directors, Assistant Directors and Officials will adhere to the ARC Code of Ethics.

Documents

These Rules are in effect for the current year's Derby. Any other ARC documents that contain procedures, rules, and definitions are considered addenda to the Rules. The use of the ARC or ARC Air Derby logo is restricted and must be approved by the ARC President. ARC documents and content posted on the ARC website are property of the Air Race Classic, Inc. and are intended for use for ARC activities only. Any use of these documents or content for other than ARC-related activities requires written permission from the ARC President.

1 Team—Requirements & Responsibilities

1.1 General Requirements

- 1.1.1 Pilots who qualify under these Rules are eligible to participate as a Team. A Team must consist of a current and qualified pilot and copilot and may include additional crew members (teammates). The pilot, copilot and teammates are collectively referred to as a Team, and Team members are referred to as Contestants.
 - (a) For the purposes of registration, one person must be designated as pilot, but any current and qualified pilot on the Team may act as pilot in command (PIC) during the event.
 - (b) Contestants may be male or female but the pilot or co-pilot must be female.
- 1.1.2 Contestants under the age of 18 must have written permission from a parent or guardian to participate in the event.
- 1.1.3 The person designated as pilot must have all of the following (or non-US equivalent) at registration:
 - (a) a glider, sport or higher airman certificate;
 - (b) valid medical credentials appropriate to the certificate held;
 - (c) a minimum 50 PIC flight hours logged.
- 1.1.4 The person(s) designated as copilot or teammate(s) must have a student pilot or higher airman certificate at registration (or the non-US equivalent).
- 1.1.5 Any person flying the airplane during the Derby must have the required ratings and endorsements for the airplane flown or be under direct supervision of a certified flight instructor in the airplane. If under the direct supervision of a CFI, the CFI must be rated in the aircraft in which they are instructing.
- 1.1.6 All Contestants must take two safety courses designated or approved by the ARC. The courses must have been taken within the six months preceding the Derby Flight Start Date and completion certificates must be uploaded to the Derby website no later than the end of the day preceding the Derby Flight Start Date.
- 1.1.7 Each Contestant must attend all mandatory briefings unless they are excused by the President or her designee. The briefings may be attended live or by viewing a recording of the briefing. Only Contestants, Derby Officials, presenters and others as allowed by Derby Officials may attend mandatory briefings.
- 1.1.8 Contestants are responsible for staying informed about updates to the Derby by reading the eDerby, an electronic communication that will be sent to all contestants as needed.

1.2 Contestant and Team Registration

- 1.2.1 Contestants must complete and submit the online registration forms and upload the following information by Derby Registration Close:

- (a) **Pilot Registration** – copies of documentation required by 1.1.3, government-issued photo identification and, if applicable, signed parental permission slip (1.1.2);
- (b) **Copilot and Teammate Registration** – copies of documentation required by 1.1.4, government-issued photo identification and, if applicable, signed parental permission slip (1.1.2);
- (c) **Team Registration** – entry fees and photos of the Team and airplane to be flown. Team photo may be taken as a group or individually with each Contestant clearly identified.

- 1.2.2 Each Contestant must complete and sign the Release of Liability Derby form (C-02c), waiving all rights to make a claim against or sue ARC, ARC Officials or any person connected with the Derby. The signed document must be uploaded to the Derby website during registration.
- 1.2.3 Registrations are not accepted until the Team qualifies in accordance with 1.1.1 through 1.1.4, completes the online registration and submits the required photos and fees.
- 1.2.4 The first 99 Teams that are accepted will be eligible to participate. All other accepted Teams will be put on a waiting list in the order they were accepted.
- 1.2.5 Team changes are limited to registered Contestants after Derby Registration Close. Each Contestant may only be a member of one Team.
- 1.2.6 The entry fee for Team Registration, which covers the pilot and copilot, is \$200. The entry fee for each additional teammate is \$50.
- 1.2.7 The Team Registration entry fee is only refunded if a Team is not accepted or scratches prior to Derby Registration Close (less a \$25 processing fee). There will be no refund for teammate scratches or changes.

1.2.8 ARC reserves the right to refuse an applicant's entry or participation in the Derby.

2 Airplane—Requirements, Insurance and Numbers

2.1 Airplane Requirements

- 2.1.1 Any airplane under 12,500 lbs., including light sport, experimental, powered glider, multi-engine and turbo-charged, and has the range to complete the minimum leg lengths may be flown in the Derby.
- 2.1.2 Each airplane must have a current annual or condition inspection and current registration.

2.2 Insurance Requirements

- 2.2.1 Each airplane flown in the Derby must have current liability insurance coverage. The ARC recommends that each Team member who will act as PIC during the event be listed as an approved pilot on the certificate of insurance or qualify under an "open pilot" or similar clause on the policy.

- 2.2.2 The insurance must be in force from Derby Flight Start Date through Derby Flight End Date and name Air Race Classic, Inc. as an additional insured.

2.3 Airplane Registration

- 2.3.1 Teams must complete and submit the online airplane registration form with the following information by Derby Registration Close:

- (a) Copy of annual inspection or condition inspection.
- (b) Copy of current registration.
- (c) Copy of certificate of insurance showing compliance with 2.2.1 and 2.2.2. See K-02b form for additional details.

- 2.3.2 Teams must fly the airplane they registered.

- (a) Airplane changes after Derby Registration Close are permitted with a \$25 change fee.
- (b) Flying an airplane that was not registered will result in disqualification.
- (c) The same airplane may be used by multiple Teams.

2.4 Derby Team Numbers

- 2.4.1 Team numbers will be assigned for administrative purposes only and are not required to be applied to the airplane.

- 2.4.2 A Contestant may request a Derby number by submitting a request online and paying \$25. Derby numbers begin with 100 and end with 999. This fee authorizes the use of that number for the current Derby year. No number decals will be provided by the ARC. The request is considered on a first-come, first-served basis and is not guaranteed. If a requested number cannot be assigned, the \$25 will be refunded.

3 Creating, Tracking and Flying a Derby Route

3.1 Creating a Route

- 3.1.1 Each Derby route must meet the following requirements:

- (a) The route may be created using any flight planning tool such as ForeFlight (preferred), Garmin Pilot or manual calculations.
- (b) The route must consist of five (5) unique legs defined by waypoints.
 - (1) A waypoint may be an airport, charted navigation waypoint or fix, or user-created waypoint.
- (c) The route must begin and end at the same waypoint.
- (d) Each route must be documented and submitted on an official ARC Air Derby Flight Plan form.

- (1) Each waypoint must be entered as latitude/longitude coordinates using the decimal degrees format for timing purposes.
 - 3.1.2 The five (5) unique legs must meet the following requirements:
 - (a) Each leg must be a minimum of 65 nm.
 - (b) Each leg must be a straight line.
 - (1) If terrain or airspace precludes a straight line, no more than one interim waypoint may be used as a TURN waypoint.
 - (2) Interim stops are not permitted within a leg.
 - (c) Each leg must have a minimum 15-degree course change from the previous leg.
 - 3.1.3 Each route must include a LAND airport, which is a required landing at the end of one of the first four legs.
 - (a) The waypoint for this airport must be identified on the ARC Air Derby Flight Plan as a LAND waypoint using an official airport identifier.
 - (b) The latitude/longitude coordinates defining this LAND waypoint should be at the mid-point of a runway where it can be crossed on landing to end the previous leg and again on takeoff to start the next leg.
 - 3.1.4 Each route may include one or more STOPS, which are optional landings after crossing an end/start waypoint.
 - (a) The end/start waypoint must be a safe distance from the traffic pattern but no more than 15 nm from the STOP airport.
 - (b) The airport must be identified on the ARC Air Derby Flight Plan as a STOP.
 - 3.1.5 The ARC Air Derby Flight Plan must be submitted to flightdata@airraceclassic.org by the Derby Flight Plan Submission Deadline. The ARC will review the route latitude/longitude coordinates for gross errors. This is not an approval of the route. The Team is responsible for ensuring the route meets the Rules requirements.
 - 3.1.6 The Team's ARC Air Derby Flight Plan must be updated with estimated times and emailed to flightdata@airraceclassic.org on the day of and prior to beginning their Derby flight. Once estimated times are submitted, the route must be flown within twenty-four hours of submission. It is not permitted to fly the route multiple times to try to improve your score.
 - 3.1.7 Multiple teams may fly the same or similar route.
- ### 3.2 Flight Tracking
- 3.2.1 Each Team must use a third party flight tracking tool that can provide a flight track in .CSV and .KML/.GPX format such as ForeFlight (preferred) or Garmin Pilot.
 - (a) Stratus track logs may also be used.
 - (b) A device such as BadElf may be used only as a back-up tracking method.
 - 3.2.2 The tracking device must remain on for the entire time the airplane engine is running.

- 3.2.3 The Team must email the track file in both formats (.CSV and .KML/.GPX) to flightdata@airraceclassic.org within 24 hours of completing the flight but no later than 11:59 pm EDT on the last flight day of the Derby.
- 3.2.4 Teams should not open track files, or save them under a different name, before sending, as this may affect the timestamp.

3.3 Flying the Derby Route

- 3.3.1 A Team must follow all aviation regulatory requirements while participating in the Derby and must fly during VFR conditions.
- (a) Flying in a reckless or unsafe manner will be grounds for disqualification.
- 3.3.2 The route must be flown in the order designated on the ARC Air Derby Flight Plan submitted.
- (a) Legs flown out of order will not be scored.
- 3.3.3 Each leg, or leg segment if a TURN has been planned, must be flown in a straight line.
- (a) No course or heading deviations, S-turns or circles may be used while flying a leg in an attempt to adjust flying time for a leg.
 - (b) Maneuvering to safely enter the traffic pattern at the required LAND airport is permitted but only within 7 nm of the airport.
- 3.3.4 The airplane must cross all waypoints within 0.5 nm.
- (a) Failure to cross a TURN waypoint within 0.5 nm will result in no score for that leg.
 - (b) Failure to cross an end/start waypoint within 0.5 nm will result in no score for both legs.
- 3.3.5 After crossing a TURN or end/start waypoint, you must re-establish your course line to the next waypoint within 7 nm.
- (a) Failure to re-establish within 7 nm will result in no score for that leg.
- 3.3.6 If continuing from one leg to another without landing, one overflight of an end/start waypoint stops the time from the previous leg and starts the time for the next leg.
- 3.3.7 For each optional STOP airport:
- (a) the defining end/start waypoint must be crossed to stop the time from the previous leg before flying to the STOP airport and crossed again after takeoff to start the time for the next leg.
 - (1) If a Team fails to cross the waypoint to stop or restart their time, the clock will continue to run and that time will be added to the previous or next leg, whichever is applicable.

- (b) Tracking device(s) must remain on during flight in both directions between the waypoint and the STOP airport.

3.3.8 For the required LAND airport:

- (a) No direct-to-final (straight-in) landings may be conducted at the required LAND airport. However, if a towered airport is chosen for the required LAND airport, the tower instructions must be followed. No adjustments to the time estimates will be given due to tower instructions.
- (b) The landing must be a full stop landing with taxi back; no touch-and-go or stop-and-go landings are permitted.
- (c) Forward movement after landing on the runway must continue to the timing point at an appropriate taxi speed. Teams must not stop or slow down on the runway to adjust their time crossing their timing waypoint.

3.3.9 The route must be completed in one twenty-four hour period beginning with the Derby Flight Start Date and ending at 6pm EDT on the Derby Flight End Date.

- (a) If a Team is not able to complete their route, an explanation should be included when the track files are submitted.
- (b) Only legs completed during the twenty-four hour period will be scored.

3.3.10 If a Team makes unplanned deviations while flying the route, an explanation must be included when the track files are submitted. Consideration of these deviations is at the sole discretion of the judges.

4 Scoring & Prizes

4.1 Scoring

- 4.1.1 Each leg must have a valid track file that can be interpreted to receive a score.
- 4.1.2 Teams will receive a score for each successfully completed leg of the route, as well as for the overall route, if all legs are completed successfully.
- 4.1.3 The score for each leg will be the percentage difference between the estimated time submitted before the route was flown and the actual time flown. The overall route score will be the sum of the leg scores. The winner will be the Team with the smallest overall route score.
- 4.1.4 A Team that is not able to successfully complete all their legs:
 - (a) Will receive a score for each leg successfully completed that is flown in the order listed on the ARC Air Derby Flight Plan.
 - (b) Will not receive an overall route score.
- 4.1.5 Teams that display unsportsmanlike conduct, violate these rules or violate aviation regulations will be disqualified and will not receive scores for any legs.

4.2 Derby Prizes

- 4.2.1 Cash and/or other prizes will be awarded based on the number of contestants entered in the Derby and will be published before the start of the Derby.
- 4.2.2 Each Contestant that successfully completes at least one leg will receive a participation certificate.
- 4.2.3 The Directors may award other prizes.
- 4.2.4 A Team is not eligible for cash or other prizes if they are disqualified.

Appendix A – Code of Ethics for Directors, Assistant Directors

Air Race Classic, Inc. is an all-volunteer, nonprofit 501(c)3 organization with a mission of encouraging and educating current and future female pilots, increasing public awareness of general aviation, demonstrating women's roles in aviation, and preserving and promoting the tradition of pioneering women in aviation. To further the organization's mission, the Air Race Classic, Inc. currently conducts two events for women pilots.

The traditional Air Race Classic (ARC) is an annual four-day, all-women airplane race, conducted in visual flight conditions during daylight hours and spanning approximately 2,400 statute miles.

The ARC Air Derby is a VFR flight flown by a Team of at least two pilots. Contestants may be male or female, but the pilot or co-pilot must be female. The ARC Air Derby incorporates a Team-created route that adheres to the ARC Air Derby Rules. The route is flown on a single day within a date range published by the ARC.

Air Race Classic Inc. volunteer directors and assistant directors are tasked with conducting events that are safe, fair and transparent. Virtually all volunteers are drawn from the ranks of current and former participants, and they shoulder enormous responsibilities throughout the year to present challenging events in the spirit of good sportsmanship and camaraderie. Air Race Classic Inc. directors and assistant directors are permitted to compete in both events; if they were not, it would be extremely difficult to find volunteers with the necessary understanding and direct knowledge to serve, and the Air Race Classic could cease to exist.

With this in mind, Air Race Classic Inc. has established this Code of Ethics as an affirmative set of principles to mitigate conflicts of interest before, during and after the events, and has put the following safeguards in place to ensure that competing directors and assistant directors are subject to the same rights, privileges and limitations as any other contestant.

In preparing for the Air Race Classic events:

Directors and assistant directors may have access to information about registration and handicapping, as appropriate, through the ARC website, as may non-directors who volunteer to conduct handicap flights, as needed, and perform other administrative tasks. Raw handicap data for the traditional race is captured electronically and processed by an ARC official who is not competing in the race. System and work assignment controls prevent competing directors and assistant directors from having the ability to influence or alter handicapping data or handicaps in any way. The ARC Air Derby does not have handicapping requirements.

A contestant list for the traditional race containing final handicaps is made available to all racers, including competing directors and assistant directors, on the ARC website before the race Start. Historical handicap data and race results are available to all racers, directors and assistant directors on the ARC website throughout the year. Results of the ARC Air Derby do not include any handicap data.

A core group of directors who are not competing is designated as the Ground Operations Team and empowered to make all decisions regarding the logistics of the event, from the first day of each event through the arrival of the final team on the last day of the event. The Ground Operations Team is not empowered to assess any penalties or act as a judge.

Immediately after Credentials Close at the traditional Race Start, competing directors' and assistant directors' access to administrative sections of the ARC website is disabled, so their ability to obtain information about the race is the same as that of any other racer. Access is restored after the Awards Banquet at the Terminus. Access to administrative sections of the ARC Air Derby website is similarly limited during the time the competing director or assistant director is acting as a contestant.

During the Air Race Classic events:

The Ground Operations Team makes decisions about the logistics of the event in accordance with the ARC Rules, whether in the traditional Air Race or the Air Derby. Those decisions are made with the interests of the event as a whole in mind and are not to benefit any individual competitor(s) or team(s).

Ground Operations Team decisions are made independently of competing directors and assistant directors. Competing directors and assistant directors are excluded from Ground Operations Team discussions and will receive notifications ahead of other participants only in the event of an emergency. Should an emergency occur during the traditional Air Race, competing directors and assistant directors are expected to cease acting as racers, even withdrawing from the race, if necessary, to ensure that the interests of the ARC and its entire field of racers come first.

Air Race Classic judges are autonomous. They may consult with contestants, event officials, volunteers and others, including ARC directors or assistant directors, before making any decision. Judges deliberate and make decisions independently of all board members. Competing and non-competing directors and assistant directors do not join in those deliberations and have no say in the judges' decisions. Per the ARC Rules, the judges' decisions are final.

The Executive Board of the ARC Board of Directors will review this Code of Ethics on an annual basis.

Appendix B – ARC Air Derby Terminology

Air Race Classic (ARC) - The official name of the organization, Air Race Classic, Inc., also referred to as ARC, and the annual race that it conducts, commonly referred to as the Air Race Classic.

ARC Air Derby (the Derby) – An additional event to the Air Race Classic, also sponsored by ARC, with its own set of rules, processes and procedures.

ARC Air Derby Officials (ARC Officials, Officials) – Volunteers who include Judges, Scorer, non-racing Directors, and non-racing Assistant Directors.

ARC Directors (or Directors) – A group of nine to fifteen volunteers elected by an ARC Board majority vote to oversee, guide and promote the Air Race Classic and the Derby.

Baby Bird – A Derby first-time Contestant who has requested and has been assigned to a Mother Bird who will answer questions and provide guidance.

Briefings – Meetings conducted for the Teams to provide Derby instructions, flight tracking and timing procedures and other event details.

Copilot - The individual who meets the requirements of Copilot in these Rules and is designated as Copilot in the registration process.

Contestant – An individual whose entry application has been accepted to participate in the current year's Derby. A Contestant may be a pilot, copilot or teammate.

Derby Flight Start Date – The first day designated by ARC that Teams may fly their Derby route.

Derby Flight Plan Submission Deadline – The last day designated by ARC that Teams may submit their ARC Air Derby Flight Plan.

Derby Flight End Date – The last day designated by ARC that Teams may fly their Derby route.

Disqualification – A ruling making a Team ineligible for awards and prizes as a result of a serious violation of the Rules.

eFlyby - The ARC general public informational electronic newsletter.

eDerby – The ARC registered Contestant and volunteer electronic newsletter.

End/start waypoint – One waypoint that defines the end of one leg and the beginning of the next.

Flight Plan form – The form created by ARC for Teams to use to document their intended route with waypoints and other information that will be used for scoring.

Judges – Volunteers appointed by ARC to interpret and uphold the Rules.

LAND airport/waypoint– A waypoint at an airport where the Team will make a required landing at the end of one of the first four legs.

Leg – A segment between one end/start waypoint and the next.

Mother Bird – An experienced Derby Contestant or Team who has volunteered to mentor first-time Contestants, called Baby Birds.

Pilot – The individual who meets the requirements of Pilot in these Rules and is designated as Pilot in the registration process.

Registration Open – The day and time designated by the ARC when registrations will be accepted.

Registration Close – The day and time designated by the ARC after which registrations will no longer be accepted.

Rules – A document that includes the rules, procedures, and policies of the ARC Air Derby.

Score – For each leg, the percentage difference between the estimated time submitted before the route was flown and the actual time flown. The overall route score will be the sum of the leg scores.

Scratch – A Team that exits or is removed from the Derby between Registration Close and the Derby Start.

STOP – An optional landing after crossing an end/start waypoint.

Team – The pilot, copilot and teammates of an airplane participating in the Derby.

Teammate – Additional crew member on a Team, in addition to the pilot and copilot.

Timing – The timing of airplanes between end/start waypoints.

TURN waypoint – An optional interim