



The Show Car Competition was started in 1977 to provide car Units that cannot perform on the Competitive Drill fields or Obstacle Courses Units with the opportunity for competition. It has steadily grown for just a few vehicles to more, than 100 in Competition. Classes have been changed and modified to accommodate as they grown or are created. Show Cars are divided into the following classes:

Antique Cars-Any vehicle which is classified as an antique in the state where the member resides.

Modified- Any vehicle that has been changed or modified from its original design and make up.

Convertible-Any Unit that is made up solely as a convertible Unit may enter the Convertible Class.

Commercial-Any vehicle that is used for a commercial purpose.

Sports Car- Any vehicle that is recognized by any national sports club as a sports car.

Special Interest- All the above and more. This can be any vehicle regardless of age or appearance.

Any Unit may enter as many vehicles as they want in any class they fall into.

Some Units are made up of many types that may fall into more than one class.

You may enter as many vehicles as you want into as many classes as you want.

Each Unit will be judged together as a whole, no matter how many classes you may enter.

The score sheets are the same for each class and are color coded for each class so that each class may be separated for scoring in each separate class.

Each Unit will have two phases of inspection.

One judge will inspect the personnel and deduct for infractions on the score _sheet.

Each vehicle will have its own score sheet.



Several judges will inspect the vehicles in different categories, such as interior of vehicle, exterior of vehicle, under the hood and trunk. The score from each vehicle is added with the Unit score from the personnel inspection to come up with a score for each vehicle. All the scores of the entire Unit's entries into each class is then added and averaged for a final Unit score. Each Unit is then awarded bonus points for participation. A 1/2-point bonus for each vehicle shown beyond competitor in you class is added to the Unit average score for a final Unit Score in each class.

Trophies are awarded for 1st, 2nd, and 3rd place in each class.

The types and classes of this Association do not necessarily follow the rules of the Antique Car Clubs. The vehicles must be running and drivable. No vehicles that are made up for show purposes only will be allowed to compete. All vehicles must be as near to original as possible, but need not to be to the "nit picking" of the exact length of the original bolt of the of the original color or type radiator hose.

Keep in mind that these vehicles are used in paraded and are judged on the basis of "crowd pleasing appeal".

CLASSES

Antique: Any vehicle in this class must be at least twenty-five (25) years old. The vehicle shall be of original type color, upholstery, wheels, wheel covers, body, and mechanics except the addition of air conditioning, modern safe tires and charging system. No commercial type vehicle may compete in this class.

Special Interest: Any type vehicles may be placed in this class except the Commercial type Vehicle. This will be left to the owner if he desires to be placed in this class, but he must make his class known to the Officers before judging starts and have time to get his vehicle in the proper position for judging.

Commercial: This class is for any vehicle that had a commercial type use; such as : trucks, fire engines, ambulance, hearse, bus, etc. No automobiles are allowed in this class.



Modified Class (Street Rods) Any automobile that has been altered from an original vehicle, that is state approved, licensed and insured for street driving in the state the member resides can compete. No vehicles that compete in other classes or commercial vehicles may compete in this class.

Convertible Class: Any Unit or Club who are strictly have convertible vehicles.

Anyone Unit of a Temple mayor can be in one or all five classes if they desire, under the above rules. If there is more than one vehicle from the same Unit in anyone class, their scores will be added and then divided by the number of vehicles that were judged in that one class, for an average score for the vehicles of that Unit.

The Show Cars will only compete against other Show Car vehicles and will not be judged or compared with the motorcycles or vehicles who do maneuvering competition.



**CENTRAL STATES ASSOCIATION OF SHRINE MOTOR CORPS
JUDGING STANDARDS FOR SHOW CAR COMPETITION**

Members Name _____ Unit Name _____
 (please print)
 Members Signature _____

Vehicle Year _____ Class _____

DRIVER MUST BE WITH VEHICLE AT TIME OF JUDGING...MUST BE ON FIELD AT ASSIGNED TIME FOR JUDGING...AND REMAIN ON FIELD UNTIL RELEASED BY JUDGES. NO ONE OTHER THAN JUDGES ARE ALLOWED ON JUDGING FIELD. FAILURE TO COMPLY WILL RESULT IN DISQUALIFICATION. NO EXCEPTIONS
JUDGES SHALL DETERMINE SCORE BASED ON THE CATEGORIES LISTED BELOW. PENALTY POINTS DEDUCTED SHOULD BE DESCRIBED.

	<u>Total Points Possible</u>	<u>Deduction of Penalty Points</u>	<u>Description of Penalty Deduction</u>
A. PERSONAL APPEARANCE AND UNIFORM			
1. Hair (neat, trimmed)	2	_____	_____
2. Shave (beard or mustache trimmed)	2	_____	_____
3. General Appearance	2	_____	_____
4. Proper Fez-Unit/Club	4	_____	_____
5. Uniformity of Unit Dress	4	_____	_____
B. SHOWMANSHIP(no prior awards displayed)			
1. Personal Presentation of Vehicle	4	_____	_____
2. Knowledge of Vehicle	3	_____	_____
3. Shrine Temple/Unit Identification on Vehicle	4	_____	_____
C. <u>Vehicle Interior</u>			
1. General Appearance of Interior (carpet, upholstery neat and clean hanging/exposed wires)	5	_____	_____
2. Equipment Condition (Gauges, interior lights, radio, clock, dash lights)	5	_____	_____
3. Trunk (Cleanliness)	3	_____	_____
D. <u>Vehicle Exterior Appearance</u>			
1. Paint	10	_____	_____
2. Sheet Metal	10	_____	_____
3. Glass	3	_____	_____
4. Rubber Parts	2	_____	_____
5. Polish	10	_____	_____
6. Equipment Operation (Horn, Lights, etc.)	10	_____	_____
7. Wheels/Hubcaps/Tires	5	_____	_____
E. <u>Vehicle Under Hood</u>			
1. General Appearance (Cleanliness, excess wires exposed, etc.)	5	_____	_____
2. Start and Run	5	_____	_____
3. Exhaust System(neat, tight, leaks)	2	_____	_____
<u>TOTAL POINTS DEDUCTIONS</u>			