



Pinewood Derby Rules- Pack 57 Race February 14th, 2015

Please Purchase your BSA Pinewood Derby Car at either the Scout Shop, Michael's*, or Ace Hardware - *Michael's sometimes has coupons that can be used.

Workshop Dates

Saturday, January 24 10am-12pm Relaford's Garage 890 Dunkirk Ave, SW Palm Bay

Race Day Events

	<u>Registration & Check-In</u>	<u>Race Times</u>	<u>Trophies Awards</u>
Tiger Cub	10am-10:30am	11am	~11:45am
Wolf	11am-11:30am	Noon	~12:45pm
Bear	Noon-12:30pm	1pm	~1:45pm
Webelos I	1pm-1:30pm	2pm	~2:45pm
Siblings/Adults	2pm-2:30pm	3pm	~3:45pm

*Cars may be registered at any point before the end of the Registration and Check-in time for the scouts rank. Once the race starts for each rank, registration is closed.

Lunch available for nominal fee between Noon and 1pm.

The Pinewood Derby event is designed to be a parent and son activity. It was created to teach a scout the skills to build a car and to promote good sportsmanship. We want our boys to be able to say "I did my best" and be happy with the results regardless of outcome. Based on a scout's rank, they should be progressively more involved with the building of their car. Typical build activities involve: (1) Selecting the design; (2) Cutting out the shape; (3) Adding Weights; (4) Sanding; (5) Painting; (6) Applying Decals; and (7) Attaching the Wheels.

****Important**** Please read these rules and the instructions that are included with your Pinewood Derby car before building your car.

TO ENSURE FAIR PLAY, RULES WILL BE STRICTLY ENFORCED.



Car Specifications:

- Overall dimensions: Width-max. - 2 ¾"; Length-max. - 7" ; Height - 3"
- Weight - not to exceed 5 oz.
- Width between wheels - 1 ¾"
- Bottom clearance between car and track - 3/8" or greater
- The car nose must have a flat portion at least ½" long in the center

where it contacts the starting pin. The lowest point of the front end may not be any higher than 1/4" above the axle line in order to correctly contact the starting pin

This following list is a summary of the rules that will be enforced by the Pinewood Derby Committee. These are the same that will be used at the Riverside District Derby. Our pack will recognize the top three winners for each rank (Tiger, Wolf, Bear, Webelos, and Siblings) and from the 1st-place winners, an overall 'Pack Champion' will be crowned. All 1st-3rd place scout winners will be sponsored by the pack to compete in the District Derby (date to be announced but usually in March). The sibling race will be held after the scout races and cannot join in the district event.

For any additional questions or specifications, please contact your den leader or the Derby Chairman. Additional details can be found in the *Grand Prix- Pinewood Derby Guidebook*, which is available at the Scout Shop.

PARTS AND SPECIFICATIONS

Cars made and/or raced in previous years CAN NOT be raced at this year's Derby. The car you race in this year's District Derby must be the car that you raced in this year's Pack Derby (and it must have been built this year).

- **Parts.** ONLY OFFICIAL BSA GRAND PRIX PINEWOOD DERBY CAR KIT parts shall be used in major components of the car (body, wheels and axles). Accessories and decals may be added, but you may NOT replace or substitute kit parts.
- **Length:** shall not exceed 7" overall.
- **Width:** shall not exceed 2 3/4" overall. Minimum width between wheels shall be 1 3/4" so the car will clear the center grid strip.
 - The car nose must have a flat portion at least 1/2" long in the center where it contacts the starting pin. The lowest point of the front end may not be any higher than 1/4" above the axle line in order to correctly contact the starting pin.
- **Height:** (from the bottom of the wheels to top of car) shall not exceed 3" so as not to hit the electronic finish line display bar.
- **Clearance** between bottom of car and track shall be 3/8" minimum so car will clear the center guide strip.
- **6. Wheelbase:** Axles do not need to be installed in the original pre-cut axle grooves. If you relocate your axles the car must still conform to the requirements that **NO PORTIONS** of the car extend beyond the starting pin, including the wheels. The minimum underbody clearance of 3/8" must still be achieved.
- **Weight:** total weight shall not exceed 5 ounces. **Reading from the Official Race Scale will be final.** The car may be shaped, hollowed, and/or built up to the maximum weight by the addition of wood or metal only, provided it is securely affixed or built into the body. Loose material of any kind is prohibited.
- Mercury shall NOT be used for adding weight. It is a potential health hazard.

WHEELS AND AXLES

- **Wheels and axles - Only Official BSA GRAND PRIX KIT** wheels and axles shall be used. Wheels and axles may be slightly modified to remove minor surface imperfections (ie. Burrs), however, you are not allowed to thin, round, machine or reshape the wheels (the original sidewall ridge/dots must be visible and the contact surface flat). Note: Only official BSA wheels substitutes will be allowed (For example, the Scout shop sells colored wheels).
- Hub Caps of any kind are NOT permitted (that includes round Avery-type labels).
- Wheel Bearing, washers or bushings are NOT permitted.
- **Suspension:** The car shall not ride on any type of springs or suspension.
- **Starting Devices:** The car must be free-wheeling with no starting device or propulsion system.

LUBRICATIONS AND APPEARANCE

- **Lubrication:** Only dry powdered lubricants, such as graphite, may be used. Oils and silicone sprays are NOT permitted—they could soften the plastic wheels and foul the track.
- **Lubrication:** Cars may be lubricated **BEFORE INSPECTION ONLY AND ONLY OUTSIDE** of the racing facility. Once the cars are inspected, registered and placed on the Starter's table, **no further lubrication will be permitted**, including individual race heats.
- The car may NOT have anything on it that extends in front of the starting gate (this includes the car body itself)
- Details such as driver, spoiler, decals, etc are allowed as long as these details are firmly glued in place and do NOT exceed the specifications listed above.
- **Paint and glue:** cars with wet paint and/or wet glue will NOT be allowed to race.

RACING RULES AND PROCEDURES

- **Qualifications:** The District Pinewood Derby Race is open to the top 3 finishers from each of 4 ranks (Tiger, Wolf, Bear and Webelos) in each Pack registered in Riverside District. Webelos I and Webelos II are considered one group. **Advanced registration is required.**
- The Scout **MUST** be present on race day to race his own car.
- A Scout can race **ONLY** during his Scout Rank time slot, and he may enter only one care in his rank's race.
- **Inspection and Registration:** Each racer must have their car inspected, weighed and certified by the Inspectors before they can compete. Disqualified racers will be given a reasonable opportunity to modify their care to meet these rules and specifications, but the car must be compliant prior to the scheduled race time.
- **Starter's Table:** After a successful inspection and registration, the care will be brought to the Starter's Table. Except for races or emergency repairs, all cars will remain at the Starter's Table until the conclusion of each race series.

- **Race:** All races will be by electronic timer, and conducted according to the Scout rank classification. The top three winners of each Scout rank classification will receive awards.
- **Racing Procedure:** As each Scout Rank race is announced, drivers for that rank will be allowed into the restricted-access race area to race their car. The racers will put their own car into the starting gate, and then proceed to the finish line to watch the race. A designated leader will release the cars at the start of each race. After each race, the scouts will take the cars back to the starting line.
- If a car jumps the track, the heat will be re-run. If the car jumps the track again, it will automatically lose that heat.
- If a car leaves its lane and interferes with another car, the heat will be re-run again with the interfering car. The interfering car will automatically lose that heat.
- **Mechanical problems:** If a car suffers a mechanical problem, loses an axle, breaks a wheel, drops a weight etc, and repairs can be accomplished before the start of the next race, or in the judgment of the Race Committee, in a reasonable time, the heat will be run again. If not, the car will automatically lose that heat.
- **Judging:** Race results are automatically calculated by an electronic timer, and those results are **FINAL**. In the event of mechanical or electronic failure, two judges must agree on the winner or the heat will be run again. If, in the judgment of the Judges or Race Officials, a race should be re-run for any reason, previous results shall be voided. The Race Committee, by majority vote, will be the final judge of disputes, appeals or decisions. In the case of a tie vote, the decision of the Race Committee Chairman will be final.
- **Conduct:** Profanity, violence or other un-sportsmanlike conduct by any participant or members of the audience will be grounds for expulsion from the competition and/or race area.
- **Track area:** Only race officials and racers in the current race will allowed into the restricted access track area. **The rule will be strictly enforced.**
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- After final approval, cars may not be touched by anyone other than the Cub Scout or race officials. No work may be done on cars once they are weighed-in except in an emergency, such as a wheel falling off.
- **The Derby chairman shall be the final authority on all interpretations.**

Pinewood Derby Chair – Tony Relaford for questions/concerns:

Relaford.t.scouts@gmail.com

321-345-4376 (after 6pm)