

Pinewood Derby

When: January 27, 2001

Where: Prince of Peace Gymnasium

Important times: Set-up: 8 a.m.

Weigh-in: 9 to 9:55 a.m.

Race Starts: 10 a.m.

Official Rules:

- 1) All cars must pass inspection to qualify for the race. The inspection points are:
 - a. The car must have been made during the current year.
 - b. The width of the car shall not exceed $2 \frac{3}{4}$ inches.
 - c. The length of the car shall not exceed 7 inches.
 - d. The distance between the wheels shall be a minimum of $1 \frac{3}{4}$ inches.
 - e. The car must have a $\frac{3}{8}$ inch clearance underneath (including the weights)
 - f. The weight of the car shall not exceed 5 ounces.
 - g. Axles, wheels, and body wood shall be as provided in the kit.
 - h. Wheel bearings, washers, and bushings are prohibited.
 - i. The car shall not ride on any kind or type of springs.
 - j. Any details added must be within length, width, and weight limits.
 - k. The car must be freewheeling, with no starting devices.
 - l. No loose materials of any kind (such as lead shot) are allowed in or on the car.
 - m. Cars may be lubricated with dry powder lubricants.
- 2) Each heat will be announced. The car will be placed on the track by the officials. All other people must remain behind the barrier.
- 3) The starter will be responsible for starting the race.
- 4) The Finish Line Official will record the results.
- 5) The car whose nose is over the finish line first is the winner.
- 6) If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses the race. If on the second run, another car is interfered with, the heat will be run a third time but without the disqualified car.
- 7) Awards will be announced after each heat is complete.
- 8) Decisions of the judges are final.

**CARS FROM PREVIOUS PINWOOD DERBY RACES ARE PROHIBITED.
SCOUT MUST PARTICIPATE IN THE PREPARATION OF THE CAR.**

Only the Official Cub Scout Grand Prix Pinewood Derby Car Kit (including wheels and axles) may be entered in the Derby Race. Each car will have to pass inspection from the Pack 87 Inspection Sub-Committee in order to be eligible to race. The following car specifications will be strictly enforced.

Cars that do not pass inspection may be modified and re-inspected provided time allows. After cars pass inspection the race committee will impound them.

I. CAR SPECIFICATIONS

1. **Length.** The overall length of the car (including any accessories) shall not exceed 7 inches.
2. **Width.** The maximum overall width of the car (including wheels and axles) shall not exceed 2-3/4 inches. Minimum width allowed between wheels will be 1-3/4 inches in order for car to straddle the center guide strip.
3. **Ground Clearance.** The minimum ground clearance should be 3/8 inch (including any accessories or weights) so car will clear the center guide strip.
4. **Weight.** The weight of the car shall not exceed 5 ounces - no exceptions. Solid weight can be added to the car provided the weight is securely attached to the car body and the car stays within all rule specifications.
5. **Wheels.** Only Official Cub Scout Grand Prix Pinewood Derby Car Kit Wheels may be used - no exceptions. These wheels are provided in the kit. Wheels can be sanded to remove any surface imperfections but the **tread must remain flat and parallel to the axle.** Minor sanding will not get the wheel out of spec. Wheels must stay within spec of 1-3/16 inch diameter and tread width of 3/8 inch. No material other than dry lubricant may be added to the wheel.
6. **Axles.** Only Official Cub Scout Grand Prix Pinewood Derby Car Kit Axles may be used - no exceptions. Axles are provided in the kit. The underside of the axle head may be sanded to remove any imperfections. Axle diameter can not be altered.
7. **Wheel Base.** Distance between front and rear axles may be altered from original grooves provided the car stays within all rule specifications.
8. **Accessories.** Accessories such as steering wheels, drivers, exhaust pipes, stickers, etc., may be used provided they are securely attached to the car and the car stays within all rule specifications.

- e. Proper positioning of the cars will be limited to the correct direction of travel and reasonable alignment to the track by the starter.
- f. Any protest of a car's compliance with the rules by a spectator or participant must be filed with the Inspection Sub-committee prior to the checkered flag.
- g. Any car that is discovered to be illegal during the competition by a committee member, whether or not the car passed the initial inspection process, will be removed from competition. Cars previously eliminated by the illegal car will then have an impromptu race off to determine which car advances.
- h. If a car (or part of the car) leaves its lane and interferes with another car, the heat will be re-run. If the same car runs into trouble on the second run, it will be disqualified.
- i. If a car experiences major mechanical trouble (such as losing an axle), the heat will be re-run provided the inspection crew can repair the damage quickly. If the damage is irreparable or if the same trouble happens on the second run, the car will be disqualified.
- j. Ungentlemanly or unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.
- k. Any participant (or parent of the participant) has the right to appeal to the Disputes Sub-committee for an interpretation of the rules. The Disputes Sub-committee will consult with the rules committee. The majority decision of the committee members will be final.

REMEMBER THE MOST IMPORTANT RULE OF THEM ALL:

TO HAVE FUN AND DO YOUR BEST!

PARENTS: Unfortunately the nature of the Pinewood Derby Car Race gets very competitive. Please remember the purpose of this event is for the scout to benefit from helping in the construction of the car and enjoying the moment when he finds out how well he and his partner did among his peers. Unfortunately, not everyone wins, so please help nurture good sportsmanship among the scouts. Sportsmanship is paramount in developing a good scout.