2012/2013 Sully District

Pinewood Derby Rules

The purpose of this document is to provide a reasonable and level playing field for all contestants. Please read and heed the information and the rules!

Eligibility of Contestants and Cars

- District Races will be held Saturday, February 23, 2013 at Camp Snyder. Times will be provided in a separate e-mail.
- The first and second place scouts for each Rank (Tiger, Wolf, Bear, Webelos, Arrow of Light—formerly Webelos II) from Pack Pinewood Derby races are eligible to participate in the District Pinewood Derby Race.
- Cars cannot be substituted between the Pack race and the District race; the Scout must enter the same car and only one car can be entered.
- No removable parts are permitted.
- The top three finishers in each Rank will be awarded trophies.
- Lubricant reminder: Only dry powdered lubricants can be used. Cars using other lubricants will be disqualified.
- It is important to emphasize that an invitation to the District races is extended to the scouts themselves for their accomplishments and not an invitation to his car. Cub Scouts must attend to compete. Cars will not be accepted for drop off.
- In the case of illness or personal and family emergencies, an eligible contestant may be represented by an authorized agent. An authorized agent is defined as a sibling or a Cub Scout of similar age who is not already competing in the same rank competition. Conflicts with other events, i.e. birthday parties, sports events, or other activities that the scout chooses to attend do not qualify for representation by an authorized agent. All requests regarding the eligibility of an authorized agent must be made prior to race day and are subject to the approval of the Scout's Den Leader.
- Cars in this competition must have been made for this race season. Cars or parts of cars such as wheels or axles from previous years may not be used.
- All 2012-13 cars must be built using the official Grand Prix Pinewood Derby kit. Use of prefabricated wheels, axels, and car bodies is prohibited and may result in disqualification. Should you desire to purchase accessories for preparing or attaching to your car, accessories purchased from the

Scoutstuff.org are allowable (which specifically includes the following: Official PWD wheels and axels kit, PWD Axel Lube, Cockpit accessories, High Speed PWD Polishing Kit, and PWD Pro Axle Press).

- Ungentlemanly, unladylike or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.

Race Format

- All eligible contestants will compete in intra-rank competition. Pre-assigned "racing numbers" will determine the races for each car, based on a racing chart which is optimized for the size of the racing field.

- All Scouts must register with Race Officials prior to the start time of their race.

- For each such competition, the Scouts will gather near the starting line at the scheduled start time. Don't be late! As the cars for each heat are announced, each Scout or Substitute Racer is responsible for "staging" his car in the starting gate (see Ground Rules below). They will then move to the Finish Line to watch the heat. A Finish Line Official will remove the cars from the track and return them to the racers after the heat has ended.

- Each car will participate in a series of heats, running on a different lane each time. The results of all heats are averaged to determine the official time for each car. The shortest average time will be declared the winner.

- In the event of a tie between two or more racers for first, second, or third place, those racers will compete head-to-head in alternating lanes to determine the winner of the place under a tie. Cars/lanes not involved in the tie will not be part of the re-race, and will keep their finish positions from the original heat.

Length, Width & Clearance Rules for All Pinewood Derby Cars Competing

- Maximum overall width (including wheels and axles) shall not exceed 2-3/4"

- Minimum width between the left and right wheels shall be 1-3/4" so car will clear the center guide strip.

- Minimum clearance between the bottom of the car and track shall be 3/8" so the car will clear the center guide strip.

- Maximum length (including wheels) shall not exceed 7-1/8".

- Maximum height shall not exceed 3 1/8" (this restriction is due to finish line height).

- The wheelbase (distance between the front and rear axles, center to center) may not be changed from the kit body distance of 4-3/8".

  Note: The official kit block has pre-cut slots which are correctly spaced. If desired, these slots may be pre-drilled before they are used. Use of the pre-cut slots, however, is not required.

Wheels and axles

- Only the wheels and axles from the official BSA Grand Prix Pinewood Derby kit or purchased from Scoutstuff.org may be used. All other wheels and axles are prohibited.
- Wheels and axels which have been modified by other parties also are prohibited, even if they are from the official kit.
- Axles may be lightly filed, sanded and polished to remove imperfections. These are the only axle modifications allowed in so far as they do not alter the original shape of the axles.

  Note: Beveling, rounding, tapering, thinning or any other significant altering of the shape of the axles or axle heads is prohibited.
- Axles must be mounted directly into the wood body of the car. However, glue may be used to hold them in place.

  Note: Metal frames and metal axle supports are prohibited. Single axles supporting two wheels are prohibited.
- Wheels may be lightly sanded and polished for balance and to remove imperfections. These are the only modification allowed in so far as they do not alter the original shape of the wheels.

  Note: Beveling, rounding, tapering, thinning, perforating, or any other significant altering of the shape of the wheels or wheel hubs is prohibited.
- Modification of the cylindrical inner wall of the wheel which contacts the axle is prohibited.
- Wheel bearings, washers, or bushings are prohibited. This includes "wheel covers" which serve to keep the wheel hubs from contacting the car body and "hub caps" or anything else that might serve as lubrication "well" or "tap".
- The car shall not ride on any type of springs.
- The car must be free-wheeling with no starting device or other propulsion method or device, such as springs, moving weights, adhesives, magnets, rubber bands, motors, jets, etc.

Weight and Appearance

- Weight shall not exceed **5.0** ounces, as weighed on a Blue Pinewood Derby® Scale (scoutstuff.org item number 16989). The readings of the official race scale will be considered final.
- The basic structure of the car must be made of pine.
- The car may be carved, sculpted, and/or sanded in order to enhance performance and appearance.
- No loose or moving materials of any kind are permitted on or inside the car.
- Additional materials may be added to the car for the following purposes only:

  1. Weights may be added to increase the weight and/or alter the weight distribution of a car as long as the total weight does not exceed the maximum of **5.0** oz. for the completed car.

2. Cosmetic or aerodynamic details including painting, decals, add-ons such as steering wheel, driver, spoiler and interior details are allowed as long as nothing is loose or moving on the car and these cosmetic details do not cause the car to exceed the maximum length, width, height, and weight.

3. Wood putty, or a similar wood-like substance, may be used to repair minor damage, holes for weights, etc.

- Indented noses are prohibited. Cars like the one pictured below will "stage" further down the track, and thus are not traversing the same course as other cars.

- Very pointed noses are highly discouraged. Cars like the one pictured below are difficult to stage and may not trip the electronic finish line at the point of crossing. This may result in a disadvantage to the racer.

Lubrication

- Only dry powdered lubricants, such as graphite or white powder Pinewood Derby Car Lubricant, may be used. Any wet lubricants, liquids, oils and sprays are prohibited.

- A car may be lubricated before the pre-race inspection and if it advances, prior to the final round. These are the only times when lubrication is permissible. Specifically, cars may not be lubricated while competing in a set of heats.

Ground Rules

- Scouts or their Substitute Racer must stage their own car. Only the racers participating in the current race and/or heats and authorized Sully District PWD race officials are permitted in the staging or track areas.

- Racers will have no more than 15 seconds to stage their car. If the starting judge determines that a racer has bumped a previously staged car, affected racers will be given another 15 seconds to restage their car. Racers who again bump other pre-staged cars will be cautioned by the starting judge. Further bumping of other pre-staged cars may be grounds for disqualification at the judges' discretion.

- If a car leaves its lane (even momentarily), jumps off the track or interferes with another car the heat will be run again. If the same care leave its lane (even momentarily), jumps off the track or interferes with another car a second time in the same heat, the car will be disqualified from that heat and will be assigned a last place default time as determined by the race officials for that heat. If the same car leaves its lane (even momentarily), jumps off the track or interferes with another car in another heat, the car can be disqualified from the remainder of the competition in the race officials' sole discretion.

- If a car suffers a mechanical problem during a race (not caused by the racer's negligence as described below) and a repair can be accomplished within 5 minutes, the racer will be granted 5 minutes for the repairs. An adult may assist the racer with repairs in this circumstance and the racer may only use provided repair area for repairs. During repairs, the car may not be altered or lubricated; the car must pass through inspection before being allowed to continue racing. If repairs are not corrected in 5 minutes and the racer is not ready to go with the starter, the car will automatically lose the heat. If the car suffers further mechanical problems in a later heat, additional time will be granted only at the discretion of the starter based on available time in the race schedule.

- If a car suffers a mechanical problem between races as the result of the Scout's negligence, the scout must race the car as-is or can attempt to make repairs while awaiting their next race. The Scout may not get adult assistance with the repairs and may *not* use any tools or the provide repair area for such repairs. .

Dress Code

- Competing Scouts are required to be in Class A Uniform. Short sleeves are recommended. Scouts and Scout Leaders observing the competition are encouraged to be in uniform. Failure to adhere to this dress code is grounds for disqualification of the racer.

- Coats, jackets, sweaters, etc. may not be worn by a Scout when he is competing. Too easily, they can get caught on the track or jostle cars which have already been staged by other Scouts.

Inspections

- Each car must pass inspection by the Official Race Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars which do not meet the rules. Car owners will be informed of the violations and have the option to modify the car to meet these rules. All cars for each rank competition must be accepted by the Race Inspection Team at least 15 minutes before the scheduled start of that rank's competition. Therefore, we recommend Scouts show up early in their registration time slot to insure the maximum time if necessary to bring cars into conformance, pass inspection and register by race time.

- Any participant not in attendance or ready to race at their scheduled race time will be disqualified. During the heats of a particular race, when called, racers must be in the staging area and immediately check in with the starter. Tardiness may result in disqualification.

- Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.

Disputes

- Any participant, including parents of participants, may appeal to the Race Committee for an interpretation of these rules. By a majority vote the Race Committee will be the final judge of these rules. In the case of a tie vote, the decision of the Committee Chairman shall be final.

Cub Scouting's Twelve Core Values: Citizenship, Compassion, Cooperation, Courage, Faith, Health and Fitness, Honesty, Perseverance, Positive Attitude, Resourcefulness, Respect, and Responsibility.