2013 Sully District
Parent/Child
Unrestricted Derby Guidelines

The purpose of this document is to ensure unrestricted cars fit on the track!

Eligibility of Contestants and Cars

- District Races will be held Saturday, February 23, 2012 at Camp Snyder. Times will be provided in a separate e-mail.
- The first 36 teams to register qualify to race.
- Teams will race one car.
- Cars must be gravity operated—no propulsion systems. No removable parts are permitted.
- The top three teams will be awarded ribbons.
- Lubricant reminder: Only dry powdered lubricants can be used. Cars using other lubricants will be disqualified.
- 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

- 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 teams must register with Race Officials prior to the start time of their race.
- For each such competition, the teams will gather near the starting line at the scheduled start time. Don't be late! As the cars for each heat are announced, each team will choose a Racer who 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 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).

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.

Ground Rules

- The team designated racer must stage their car. Only the racers participating in the current race and/or heats and authorized Sully District 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. 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 team's negligence, the team must race the car as-is or can attempt to make repairs while awaiting their next race.

Dress Code

- Competing Scouts and leaders are encouraged to be in uniform.
- Coats, jackets, sweaters, etc. may not be worn by a racer out when he is competing. Too easily, they can get caught on the track or jostle cars which have already been staged by other teams.

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 above guidelines. Car owners will be informed of the violations and have the option to modify the car to meet these guidelines. All cars must be accepted by the Race Inspection Team at least 15 minutes before the scheduled start of that rank's competition. Therefore, we recommend teams 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.