

Be sure that you are ready at your school site with your car at 9 AM on Saturday March 24, 2007. A bus will pick you and your parents up and take you to Randle Highlands Elementary School.

EVERY SCOUT A WINNER

Use the helpful hints, rules and instructions to do your very best in making your Pinewood Derby Car.

Every Scout will be entered in the race and every Scout has a great chance to win.



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SCOUTREACH PINewood DERBY RACE

MARCH 24, 2007

RANDLE HIGHLANDS
ELEMENTARY SCHOOL

BUS TRANSPORTATION WILL BE
PROVIDED

Every Scout a Winner



PINEWOOD DERBY RACE

Specifics

Date: Saturday, March 24, 2007

Time: 10 AM-1 PM

Place: Randle Highlands Elementary
School gymnasium, 1650 30th Street, SE

Rules

Car Specifications:

- 1 . Width- 2 ¾"
- 2 . Length - 7" or less
- 3 . Weight - not to exceed 5 ounces
- 4 . Width between wheels – 1 ¾"
- 5 . Bottom clearance between car and track - 3/8"
- 6 . Height - 6" or less
- 7 . The race will be a double elimination race so every car will race at least two times or more.

Details

You may add a driver figure, spoiler, seat, canopy, steering wheel, decals, paint or any other decorative accessories as long as these details do not cause the vehicle to exceed the maximum weight and size limits.

Attachments

The car must be completely freewheeling. No springs, rubber bands, wheel bearings or bushings, loose material or starting devices are permitted in or on the car.

Inspections

Each car will be subject to inspection by the official inspection committee on race day.

HELPFUL HINTS

1. Use your imagination to improve the basic design provided. There are many exciting things you can do to personalize your car.
2. With adult supervision, use a coping saw to fine tune your design. Be sure to sand the car completely—use a sanding block. Keep changing sand paper to a finer grit until you have the shape and smoothness you want.
3. Several coats of water-based sanding sealer should be applied, sanding lightly between each coat. The sealer will prevent the paint from soaking in and raising the wood grain.
4. Now is a good time to carve out the underside or drill the holes where you will affix your weights.
5. Apply a light coat of your main paint color and allow it to dry. Sand very

lightly with a fine grit paper, apply a full coat of paint and repeat the process once more.

6. Apply your decals, pinstripe, detail parts, etc at this time.

7. Axles and wheels—

- Make sure the axle grooves are at a 90-degree angle to the car body. This can be checked using a T-square, protractor, or corner of a piece of paper.
- Predrill the axle grooves using a drill bit slightly smaller than the axle diameter. This should prevent the wood from splitting when you push in the axles.
- The manufacturing process leaves a slight burr under the head of the axle. This should be polished off with a fine emery cloth or file.
- The final racing touch on your axles consists of polishing them to the smoothest finish possible so as to reduce the friction as much as possible. Use a red jeweler's rouge and you will be able to achieve a mirror-like finish.
- Sand your wheels so that they are smooth on the racing surface. Be sure they spin smoothly.

MORE HELPFUL HINTS

For more helpful hints check out www.pinepro.com