

Pack 334
2006 PINWOOD DERBY RULES
(adapted from Falls District rules)

1. Length, Width and Clearance

- a) The maximum overall width including wheels and axles shall not exceed 2 $\frac{3}{4}$ inches.
- b) The minimum width between the wheels shall be 1 $\frac{3}{4}$ inches so the car will clear the center guide strip on the track.
- c) The minimum clearance between the bottom of the car and the track surface shall be $\frac{3}{8}$ inch so the car will clear the center guide strip on the track.
- d) The maximum overall length shall not exceed 7 inches.
- e) The wheelbase (distance between the front and rear axles) may not be changed from the kit body distance of 4 $\frac{3}{4}$ inches (some kits may be off between $\frac{1}{8}$ inch to $\frac{1}{4}$ inch).

2. Car Body, Weight and Appearance

- a) Body wood shall be only as provided in the Official BSA Grand Prix Pinewood Derby Kit.
- b) The car must have been built during the current year (the school year in which the Pinewood Derby is held).
- c) The maximum weight of the car shall not exceed 5.0 ounces. The reading of the official scale will be final.
- d) No liquids or loose materials of any kind are permitted in or on the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided any additional materials is securely built into the body or firmly affixed to it.
- e) Details such as steering wheel, driver, decals, and spoiler, painting and interior detail are permissible as long as these details do not exceed the maximum length, width or weight specifications.
- f) Cars with wet paint will not be accepted.
- g) The front end of the car is to be solid, (meaning no notches, grooves, or slots) that would give the car an unfair advantage at the start.

3. Wheels and Axles

- a) Only BSA approved wheels and axles, as provided in the Official Pinewood Derby Kit, must be used.
- b) Wheel bearings, washers, bushings and hubcaps are prohibited.
- c) The car shall not ride on any type of springs.
- d) The car must be freewheeling, with no starting devices or other types of propulsion.
- e) Wheels can be sanded to remove surface imperfections, but the treads must be left flat. Beveling, tapering, narrowing, thinning, thin sanding or wafering of the wheels is prohibited.
- f) Axles can be smoothed to remove surface imperfections, but not altered in any way except polishing. The head of the axle (nail) shall not be altered.
- g) All 4 wheels of the car must touch the track/surface.

4. Lubrication

- a) Only graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. You MAY NOT use any other lubricant, especially oil and silicone sprays. (Liquids and sprays mix with the paint of the car or the plastic wheels and make them tacky which will slow your car considerably.)
- b) There will be NO lubrication after your car has completed Final Inspection and Registration.

5. Inspection and Registration

- a) To compete in any category of the Pinewood Derby, each car must pass Final Inspection, (which includes weigh-in) and be registered prior to 10:00 AM on race day.
- b) Final Inspection and Registration is from 8:30 AM until 10:00 AM.
- c) The Inspection Committee has the right to disqualify cars that do not meet these rules. Any scout or adult may appeal the inspection to the Pinewood Derby Committee Chairperson, whose decision is final.
- d) If a car does not pass inspection, the owner will be informed of the reason his car did not pass (too long, too heavy, altered wheelbase, or the like). Cars that fail the initial inspection may be modified to bring them within specifications and brought back for re-inspection before the Final Inspection Deadline.
- e) No car may be altered in any way after it has passed Final Inspection and Registration. The cars will remain in the holding area ("garage") and cannot be touched by anyone until time to race.
- f) A preliminary inspection of the cars will be available between 8:00 AM and 8:30 AM on the same Saturday. This is the time when scouts can weigh-in their cars to decide if they need weight added or taken off.

6. Ground Rules and Competition

All cars must have been built for a Pack race in 2006. Cars made in previous years are not eligible.

Speed:

- a) Pack 334 2006 Pinewood Derby will begin promptly at 10:15 AM, on Saturday, January 21 in the St Timothys School gym.
- b) Good sportsmanship and good behavior is expected. Pinewood Derby Officials may ask anyone (participant or spectator) not following this rule to leave the competition or race area.
- c) The Pinewood Derby is open to all pack Tiger Cubs, Cub Scouts and Webelo Scouts
- d) Each entrant may enter only one car. The entrant must be present to race and receive trophies.
- e) The Speed Competition will be judged using the Standard* (or Stearn's) method by racing heat races within each bracket (Tiger Cubs, Cub Scouts and Webelos). To equalize differences among track lanes, each heat will consist of at least two races, with each car racing at least one time in each lane. In case of a tie, the drivers will draw lane choice from out of a hat and then have a race-off. The races will be judged using electronic finishing devices and a computer software program.

*Standard scheduling generates a schedule using the Stearns Method. In this mode, all cars will race many times against many other cars. The cars will race evenly among all of the lanes used, and the cars will all race the same number of times. The schedule will be computed based on the number of rounds specified

- f) Only Pinewood Derby officials and Pack Leadership may enter the track area. Scouts may view their heat from the trackside viewing area, but must stay behind the flags.
Excitement, Enthusiasm, Yelling and Cheering are required !!!
 - g) Each heat will be announced. Heats will be by Den. Scouts will report to the viewing area. The Pit Crew will then retrieve the cars from the "garage", report to the starting line and place the cars on the designated track. The starter will start the race.
 - h) The car whose nose is over the finish line first is the winner for that race as detected by the electronic finish device.
 - i) The judge at the finish line will determine the winner if the electronic finish device fails.
- Cub Scout Grand Prix 2006 Falls District Official Pinewood Derby Guide

- j) The Pit Crew will then report to the finish line to retrieve the cars for the next race, and return the cars to the “garage” after the last race of the heat. The drivers return to their places outside the track area after their Den’s heat is over.
- k) If a car leaves the track, runs out of its lane, or interferes with another car one time it will still be allowed to race. If that same car leaves the track, runs out of its lane or interferes with another car 2 times, it will automatically lose that race.
- l) The ONLY repair that will be allowed during the Derby is for a wheel and axle that has come off of the car. Only the driver will make the repair by hand or with a hammer. NO glue or other substance will be used to make the repair. The driver’s parent or Race Official may help by offering suggestions verbally.
- m) The Pinewood Derby Committee will handle any questions of the rules or problems that may arise during the event and their decision will be final.

Craftsmanship

- a.) Cars will be judged for Craftsmanship by independent judges that have been chosen by the Pinewood Derby Committee. These judges have been instructed by the Committee and are believed to be non-biased in their judging.
- b.) Craftsmanship will be based on the following:
 - Neatness: is the overall appearance pleasing and well-executed
 - Detail: how well was the idea carried out
 - Colors: do the colors blend well with the overall design
 - Scout Ability: is it evident that the Cub did the majority of the work
- c.) Votes will be cast on ballot sheets and tallied by members of the Pinewood Derby Committee.

Originality

- a) Cars will be judged for Originality by independent judges that have been chosen by the Pinewood Derby Committee. These judges have been instructed by the Committee and are believed to be non-biased in their judging.
- b) Originality will be based on the following:
 - Unique Design: something other than a “usual” racecar design
 - Unique Colors: different color scheme that impacts the design
 - Detail: how well was the idea carried out
 - Scout Ability: is it evident that the Cub did the majority of the work
- c) Votes will be cast on ballot sheets and tallied by members of the Pinewood Derby Committee.

7. Awards and Recognition

- a) The most important values in Pinewood Derby competition are parent/scout participation, good sportsmanship and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards.
- b) Every participating scout will receive a Pinewood Derby Certificate & Patch
- c) First, Second and Third place prizes will be awarded in each category of Speed, Craftsmanship and Originality. Scouts must be present to win.

Coaching Hints for Parents

Help your scout understand the rules and specifications found in the kit and those developed by the pack Pinewood Derby Committee.

Spending time with your scout and helping him “do his best” will be remembered by both of you long after the race is finished.

Remember ***the focus of this event is not to win at any cost*** but for each Cub Scout to

“DO HIS BEST”

and

HAVE FUN!!