



OFFICIAL PACK 125 PINWOOD DERBY EVENT RULES AND PROCEDURES

Table of Contents:

- I. GENERAL: (Applies to all Race Events)**
Rules about entering your car.
- II. CUB SCOUT RACE CAR DESIGN STANDARDS**
Rules about building your car.
- III. CONDUCT OF THE RACES**
Rules that will be used during the races.
- IV. “Open” RACE CAR DESIGN STANDARDS**
A race for all.
- V. SPECIAL NOTE TO ALL CONCERNED**
Some notes on Sportsmanship!

I. GENERAL RULES: (Applies to all Race Events)

G-1. Qualification: All registered Pack 125 Lion, Tiger, Wolf, Bear, Webelos, and AOL Scouts may design, build and enter cars that are eligible to participate in the "Cub Scout Race" event. Parents or guardians and siblings of Cub Scouts registered in Pack 125 may design, build and enter cars that are eligible to participate in the "Open" event.

G-2. Essential Materials: All cars entered shall be constructed from the "Official Grand Prix Pinewood Derby Kit" (referred to below as the kit) as distributed at the December Pack Meeting. Additional kits may be purchased from the Scout Shop. (Kits may be purchased elsewhere if they are of the exact type manufactured by the BSA as specified above.)

G-3. Competitor Categories: All Lion, Tiger, Wolf, Bear, Webelos, and AOL Scouts that are registered within Pack 125 may enter this Pinewood Derby. Cub Scouts will compete with others in the same Cub Scout Rank. The first, second and third place winners in each rank will move on to the finals.

G-4. Attendance: The Cub Scout MUST enter his own car. This means that the Cub Scout must be present at "Inspection and Registration" to enter his car into competition.

G-5. "New Work": Construction of ALL entries MUST have begun AFTER last year's Pack 125 Pinewood Derby Races.

G-6. Single Entry per Person: Only one car may be registered by any person in the Pinewood Derby.

G-7. Inspection and Registration: Each car must pass a technical inspection before it may compete. Inspection and registration will occur prior to race day at a time, date, and place to be determined by the race committee.

G-8. Late Registration: If a Cub Scout fails to register his car by the said deadline, he may not participate in the race officially. Exceptions will be made by the committee on a case-by-case basis. The Cub Scout will however be allowed to race within their Rank but will be ineligible to win any awards.

G-9. Failure to Pass Inspection: The Inspection Committee shall disqualify cars which do not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his car did not pass. Cars which fail the initial inspection may be taken home for modifications and brought back during final inspection.

G-10. Impound: No car may be altered in any way after it has been registered. After a car passes registration, it will be stored by the Pinewood Derby Race Committee until race day.

G-11. Car Design Rules Interpretation: Interpretation of the rules described in G1 through

G-11, and T-1 thru T-9 are at the sole discretion of the Inspection Committee Judges present during the Registration and Inspection process.

G12. Race-Day Rules Interpretation: On Race-Day, the Cub Scout must make all questions of rules interpretations and procedures to the Pinewood Derby Chairman or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the Pinewood Derby Chairman. All decisions of the Pinewood Derby Chairman are final. Decisions of Race Officials on questions of fact (i.e., the result of a specific race) may not be appealed beyond the Track master and/or Finish Line Judges. Note: Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.

II. CUB SCOUT RACE CAR DESIGN STANDARDS

T-1. Material: Race cars shall be constructed for this event from the parts contained in the Official Grand Prix Pinewood Derby Kit (referred to below as the kit). Materials from the kit may be supplemented but not replaced.

T-2. Weight: Race cars may weigh no more than five (5) ounces (total weight) as determined on the official scales during the pre-race check-in.

T-3. Wheels and Axles: The car shall roll on all four wheels from the kit. The wheels shall turn about the axle nails from the kit. The axle nails shall be firmly affixed to the wood of the car body. It must be obvious to the judges that the grooves, wheels, and the nails from the kit and or the official wheel/axle kit are being used.

Otherwise, per the latest Southwest Florida Council Pinewood Derby Rules, a wheelbase may be modified by re-cutting axle slots or drilling axle holes.

T-4. Size: Race cars may be no longer than 7 inches, nor wider than 2-3/4 (2.75) inches, as determined by the official gauges during the Registration and Inspection. Underside clearance of at least 3/8 (0.375) inches and inside wheel-to-wheel clearance of at least 1-3/4 (1.75) inches is recommended, so that the car will run on the race track. Adequate clearance is the responsibility of the race car builder.

T-5. Weights and Attachment: Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g., by permanent glue, nails or screws, but not by "sticky substances", e.g., tape, or tack spray. Weights shall be passive, i.e., non-moveable, non-magnetic, non-electric, non-sticky, etc.

T-6. Wheel Treatment: Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor in reducing the wheel width from the original kit wheels. Some of the original "tread marks" on the wheel face must remain intact, i.e. apparent to the inspector. Wheels may not be machined to a beveled condition and the portion of the wheel surface that contacts the track must remain parallel to the axle.

T-7. Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, or bearings.

T-8. Gravity Powered: The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.)

T-9. Lubricants: Only dry lubricants such as graphite or powdered Teflon "white lube" will be

allowed for lubricating the wheels. *Lubricants may not foul the track.* There will be a lubrication table set up at the race. In the interest of fairness, only one lubrication is allowed before the beginning of the first heat race and then once again before the beginning of the first race of the semi-finals and finals.

III. CONDUCT OF THE RACES

Competition will consist of heat races within each rank, and a series of final heats at the Pack level. Track officials are responsible for the proper conduct of the races.

C-1. Race Day Lubrication: There will be a lubrication table set up at the race. In the interest of fairness, only one lubrication is allowed before the beginning of the first heat race and then once again before the beginning of the first race of the finals.

C-2. Car Handling Responsibility: Scouts shall be responsible to present their own cars at the "Pit Stop" area for lubrication, and at the starting line for staging. Cars will be staged on the tracks by the "Starter Team." If, in the opinion of the Track master, a scout's physical limitations prevent him from fully complying with this requirement, the scout may nominate an assistant of approximately the same age who serves subject to approval of the track chairman. In any case, the scout shall participate up to his limitations.

C-3. Car Leaves Lane: If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If the car leaves its lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves its lane and interferes with another car, that car will be judged last place, and the race will be re-staged and re-run without that car.

C-5. Car Leaves Track: If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.

C-6. Car Repair (Without Fault): If, during the race, a wheel falls off or the car becomes otherwise damaged, then the SCOUT may, to the best of his ability perform repairs with the assistance of his adult partner or Pit Crewmember.

C-7 Car Repair (With Fault): If a car is damaged due to track fault, or damage caused by another car or person, then the Track master, at his sole discretion, may allow additional repair assistance to the Cub.

C-8. No Finishers: If, during a race heat, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.

C-9. Call to Race: Competitors will be called by rank prior to each heat. When his rank is called, each SCOUT will retrieve his car from "the stage" and present himself, with his car, to the "Pit" area for lubrication. If the Cub does not respond, his name will be called a second and third time. If the Cub has not presented himself in time for his heat, he will be judged as placing last for that race heat. If no competitor is present, the track chairman may, *at his sole discretion*, defer the race heat in a manner that does not interfere with progress of the racing.

C-10. Rank Champions: Those scouts, who place 1st, 2nd and 3rd in their rank, shall be accompanied, with their car, from the track to the stage by his parent or other designee. The car will be impounded on the stage until the start of the Championship Heats. Inspection, repair as

necessary and addition of graphite, all performed solely by the Cub Scout, will be permitted prior to the start of the Championship Heats.

C-11. Pack Champions: Championship Race Heats will be raced between the 1st, 2nd and 3rd place Rank Champions to determine the Pack Champions. Those scouts who placed 1st, 2nd and 3rd overall in the Pack will be eligible to race in the District Pinewood Derby.

C-12. Track Fault: If a car leaves its lane, at his sole discretion, the Track master may inspect the track and, if a track fault is found which probably caused the initial violation, the Track master may order the race heat to be rerun after the track is repaired.

C-13. The Race Area: Only race officials may enter the track area. This rule will be strictly enforced.

C-14. Rewards and Recognition: The most important values in Pinewood Derby competition are parent/child 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. Racers will be recognized as follows:

- a.) 1st, 2nd and 3rd place rank champions will receive a Pinewood Derby trophy.
- b.) 1st, 2nd and 3rd place pack champions will receive a Pinewood Derby trophy.
- c) All participants will receive a participation award.

IV. “Open” RACE CAR DESIGN STANDARDS **(... or "Why should the kids have ALL the fun?")**

The purpose of the “Open” Race event is to have a little fun. All participants are encouraged to build their own cars. The “open” race will be held immediately following the Scouts'. This race is open to all, at your own expense (you must provide your own car kit).

P-1. Technical standards: There are none, except that the car must be free rolling (no electronics) and must not damage the track in any way.

P-2. Number of Entries: You may enter one car per a person.

P-3. The Car: You may NOT use your child's current car for this race.

P-4. Weigh-In: Cars will be inspected and registered just prior to the race.

P-5. What Do the Winners Get? Winners will be recognized with honor and glory.

V. SPECIAL NOTES TO ALL CONCERNED

This project is a parent and child event and is recommended as such by the National Boy Scouts of America. The Pinewood Derby Committee **STRONGLY SUGGESTS** that each parent emphasize this idea with your child. In all the events, we require that the cars be built this year.

Sportsmanship:

Two things the Pinewood Derby requires each participant to learn are 1) the craft skills necessary to build a car, and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say, "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.

The last thing to remember is to have FUN.