

2016 Siouan Rivers District

OFFICIAL

PINEWOOD DERBY

EVENT RULES

AND PROCEDURES

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

G-1. Qualification: All registered Cub and Webelos Scouts which have taken the top three spots for their respective den (in their Pack race) may enter cars to participate in the "Cub Scout District Race" event. Webelos that *Crossed Over* are eligible to participate in the District Race. Scouts that did not receive a top place in their respective pack race will be eligible to race in the separate "Open Class" race. Siblings, less than age 11, may also participate in the "Open Class" race. An "Outlaw Class" race will also be held for older siblings and adults.

G-2. Essential Materials: All cars entered shall be constructed from the "Official Grand Prix Pinewood Derby Kit" (referred to below as the kit) or a pre-cut kit as long as official BSA wheels and axles are used. Pre-cut kits must have the same axle grooves as the official BSA kit block of wood.

G-3. Competitor Categories: All Tiger, Wolf, Bear and Webelos Scouts that are registered within Siouan Rivers District and have placed in the top three finishing positions of their den (in their Pack race) may enter the District Derby. Cub Scouts will compete with others in the same Cub Scout age group. "Open Class" is for scouts, which did not place in the top three in their respective den, and siblings.

G-4. Attendance: Participants **MUST** enter their own car. This means that the Cub Scout must be present at "Inspection and Registration" to enter his car into competition. **The only exception is for illness or scholastic events.** A Scout is trustworthy.

G-5. "Cars": Cars entered in the winners' race must be the same car raced during the current year pack race. Modifications are acceptable. Participants in the "Open Class" shall have assisted in the construction or decoration of the car. Cubs entering cars in the "Open Class" are not required to use the car from the Pack race but **the car must have been constructed after the previous year district derby.**

G-6. Single Entry per Person and Car: Only one car may be registered by any person in the Pinewood Derby. Cars entered in the winners' race may not be entered in the "Open Class" race.

Also, a car entered by a cub scout may not be entered in the "Open Class" or "Outlaw Class" by a sibling.

G-7. Inspection and Registration: Each car must pass a technical inspection before it may compete.

G-8. Late Registration and Inspection: If a Cub Scout fails to register his car by the designated deadline, he will not race. Cars MAY NOT be registered after the start of the race. No exceptions.

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 the car did not pass. Cars which fail the initial inspection may be taken to the pit area for modifications and may be brought back to the Inspection Committee before the start of the particular race they will be competing in.

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

G-11. Car Design Rules Interpretation: Interpretation of the rules is at the sole discretion of the Inspection Committee present during the Inspection and Registration process.

G-12. Race-Day Rules Interpretation: On Race-Day, the participants 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.

Note: Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.

II. 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) as sold by the Scout Service Center, Newport News, VA. Kits may be purchased elsewhere if they are of the exact type manufactured by the BSA as specified above. Materials from the kit may be supplemented but not replaced except for a pre-cut body is acceptable as long as official BSA wheels and axles are used. **Also, a pre-cut body must have axle grooves, same width and wheelbase as the official BSA kit.**

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 the wheels from the kit **or any non-modified official BSA wheel. Official BSA wheels which have been machined to reduce the weight of the wheel are not permitted. The car shall roll on all four wheels.** 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, and

MUST be placed in the original 'axle grooves' in the supplied wooden block. It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used. The wheelbase (distance between front and rear axles) may not be changed from the kit body distance of 4-3/8". **Axles may be lightly filed to remove the stamp ridges and polished. No substantial material shall be removed. Commercially available "speed" axles are not permitted.**

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 gages 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. Maximum overall width (including wheels and axles) shall not exceed 2-3/4". **In order to clear the finish line timer, the height of the car (as measured from the bottom of the wheels) shall not exceed 3-1/4".**

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 considered to be 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. Mercury shall not be used for adding weight. It is a potential health hazard.

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 track. Commercially available "enhanced" wheels are not permitted.**

T-7. Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, 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. Cars found possessing any type of liquid lubricant (including, but not limited to, WD-40, 3-in-1 oil, etc.) will be disqualified.

T-10. Construction. No portion of the car may extend past the starting pin before race start. (i.e. Concave front ends **or overhanging leading edge**). Wheel base must remain as cut in original BSA blocks.

VI. SPECIAL NOTES TO ALL CONCERNED

This project is a parent and son 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 son. In all of the events, **we require that the cars be built this year.**

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.

Race format: The format for the race will be the same as last year. All participants will be entered into "Grand Prix Race Management Software" by den, Tiger, Wolf, Bear, Webelos (I and II together). Each participant will run a total of eight (8) heats, 2 per lane. Race order is determined by the software and heats are not limited to a single age group. A heat may include one or more from each age group. The track measures the time for each car to reach the finish line. The time results of each race are stored by the software. Upon completion of all heats, the software will sum the times of each participant (less the worst single time). This total time is used to determine the finish order by age group (den) and overall. Trophies will be awarded for 1st, 2nd and 3rd place in each age group (den) and overall. Trophies will be awarded for 1st, 2nd and 3rd place overall in the "Open Class". Please note, results are based on time, not heat finish position. A car may finish first in all 8 heats but not place first because it was not one of the three fastest cars.

A special note to parents: The district race is being organized by volunteers from within the district. It is our goal to provide an event that will be fun for all, especially the youth. If anyone has suggestions for improvements, please feel free to offer them. Also, we welcome assistance and involvement. Soon after this year's event, we need to have a group get together to critique the event and start planning the 2017 District Derby.