

nickc

# Pack 122 Official Pinewood Derby Rules

The following rules and specifications have been approved by the Pack Committee of Cub Scout Pack 122. Any violation of any one of these rules will result in the immediate disqualification of the car involved.

Please pay special attention to items IV (wheels) and VII below.

## REGULATIONS:

### I. The car must be newly built for the current Cub Scouting year.

A. The car should be substantially built by the Scout. It is understood that scouts at different age levels will have different skills and abilities. Parental supervision in the construction of the car is encouraged but the scout is required to do as much of the building as possible.

### II. Length, Width and Clearance

A. The maximum overall width (including wheels and axles) shall not exceed  $2 \frac{3}{4}$  (2.750) inches.

B. The minimum width between the wheels shall be  $1 \frac{3}{4}$  (1.750) 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  $\frac{3}{8}$  (0.375) 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 wheel-base (distance between the front and rear axles) may not be changed for the kit body distance of  $4 \frac{1}{4}$  (4.250) inches.

### III. Weight and Appearance

A. Weight shall not exceed 5 ounces. The reading of the official scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.

B. Details such as steering wheel, driver, spoiler decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width or weight specifications.

C. Cars with wet paint will not be accepted.

### IV. Wheels and Axles

A. Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit.

B. Wheels may not be altered in any way. Mold projection defects on wheel treads may be removed by sanding lightly. The wheels may not be sanded to enhance performance. The decorative dots on the wheel treads may not be removed. If wheel sanding is detected the car will be disqualified. Beveling, tapering, thin sanding, wafering or lathe turning of the wheels is prohibited.

C. Axles may not be altered in any way except for polishing.

D. Axles must be installed parallel to the ground so the wheel treads lay flat upon the track surface.

E. Wheel bearings, washers, bushings and hub caps are prohibited.

F. The car shall not ride on any type of springs.

G. The car must be free-wheeling, with no starting device or other type of propulsion.

H. 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.)

### V. Lubrication

Only graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels.

Lubrication will not be allowed after the car has been weighed in or during the race.

## RACE DAY

### VI. Ground Rules and Competition

- A. Each scout may enter only one car in the competition. Several cars may be constructed but only one may be registered and raced.
- B. Use only the Official Cub Scout Grand Prix Pinewood Derby car kit.
- C. The car must have been built during the current year ( the school year in which the Derby is held). Cars that have competed in a previous year are not permitted.
- D. If a car jumps the track, the race will be run again. If the same car jumps the track a second time, and does not interfere with its neighboring car, the race will count. If the car interferes with its neighboring car, at the discretion of the Race Judge, the car will be eliminated from that heat (and given a "did not finish" [DNF} time) and the race will be run again.
- E. If a car becomes damaged and can be repaired in a reasonable amount of time (a few minutes), the race will be run again. If not, the damaged care will be eliminated from that heat and given a DNF time.
- F. All rulings by the judge(s) are final.

### VII. Race Day Check-In

- A. Judges will be preselected by the Pack Committee to oversee the event, including check-in and the race itself.
- B. The Cub Scout Pack will set up an official check-in station at the race site. **Judge(s) at this station will use the one and only official scale to weigh the cars**, and will check other dimensions by using a jig as approved by the Pack Committee.
- C. **All final preparations for the cars must be performed prior to the weigh-in.** Once presented at the check-in point, if the car is deemed to be overweight it will be returned to the Scout for modification. If the car falls within the weight limit it will immediately be quarantined at the display table. **No further contact or modifications will be allowed before the race – this includes adding weight or lubrication.**
- D. The decisions of the judge may be appealed once to the event chairman (Cubmaster). No further appeals will be allowed. The judge is granted the authority to let a disqualified car take part in the racing with the understanding that the car's race times will not be counted toward a qualifying finish and as long as it does not interfere with other cars on the track.

### VIII. Racing Procedures

- A. After check-in one of the race officials will announce each race, and put cars on track.
- B. When dens are called, scouts will walk over to the seating by the track.
- C. (Den Races) 1st place car will be removed after each heat and top 3 cars will race for den 1st, 2nd, 3rd place. 1st place goes on to finals.
- D. Cars will change lanes every race.
- E. (Finals) 1st place den winners will race in pack heats and 1st place winners go to the final race.
- F. Sibling race is ran the same way with heats.