



**St. Clement of Rome Cub Scout Pack 491, Metairie, Louisiana**

## **Pinewood Derby Rules**

Revision II - 1/4/2010

The purpose of the Pinewood Derby is to enhance Cub Scout and parent interaction through the use of a project which creates premium time to teach sportsmanship, the value of work, and to have fun.

The accomplishment of these goals requires the use of the same rules, opportunities, and approach by all participants. The following is intended to establish a common framework to guide the efforts of all of our Cub Scouts and parents.

1. The pinewood derby car presented by the Cub Scout for judging and racing must be constructed solely out of the materials contained inside of the official Cub Scout kit provided by Pack 491 with only the following listed additions: paint, glue, lead or similar weighting material, and decals.
2. Separately purchased materials such as pre-cut bodies, any kind of springs, special axles, special wheels, wheel inserts, washers for axles, nail axles not a part of the kit, or other performance enhancing parts are NOT allowed. Failure to abide by this rule will result in **DISQUALIFICATION** of that car from competition (appearance and racing).
3. If parts of the kit are missing or if they are damaged upon receipt or during construction of the car, new parts / kits will be provided by the pack upon reasonable notice. Do not purchase your own replacement parts, even if they are "BSA" kits. The use of old cars or components from old cars is not allowed. Do not combine parts from multiple kits, such as using two blocks of wood, etc. Old car means any car constructed for any previous purpose which was presented for judging or racing at a Cub Scout or other event.
4. No lubricants other than dry, powdered, fine graphite are allowed. Oil, silicone, oil supported graphite, teflon, or any other such lubricants are not allowed. Therefore, all cars will only be "graphited" by our pit crew prior to the competition.
5. Wheels shall not be narrowed and should remain flat across their width.
6. Overall width of the car shall not exceed 2 & 3/4 inches.

7. Overall length of the car shall not exceed 7 inches.

8. Width between the wheels shall be at least 1 & 3/4 inches.

**Note:** The wheel base of the car shall not be extended. Axles shall be placed in the original slots which are present in the body block provided with the kit.

9. Bottom clearance between the car and track shall be at least 3/8 inches.

10. Car total weight shall NOT exceed five (5) ounces.

11. Races will be run on a double elimination basis. Each den will compete to determine the 1st, 2nd and 3rd place finishers for that den. The top three finishers in each den will be awarded medals. The top three finishers in each den will then compete against the top three finishers from other dens of the same rank to determine the 1st, 2nd and 3rd place finishers for each rank. The top three finishers for each rank will be awarded trophies. The top three finishers for each rank will then compete for the overall pack championship. The top finishers in the overall pack championship will be awarded trophies.

12. Cars will be judged for appearance prior to racing. 1st, 2nd and 3rd place trophies will be awarded to the overall pack winners in the appearance category.

13. Racing order will be determined randomly. Byes will be granted as needed to distribute the contestants within the elimination charts.

14. The only people allowed in the race area are those leaders and parents who have been designated to operate/judge the races and the scouts who are competing.

15. Inspection: Each car must pass inspection by the Official Inspection Committee before it may compete. The inspectors have the right to disqualify any car that does not meet these specifications. If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official registration period to correct the problem. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race. Cars can not be modified after inspection, unless the car is damaged in handling or in a race.

16. Once a car has been weight certified, it must remain on the entry table(s).

17. Cars shall be returned to the table after each race.

18. No one is allowed to touch another scout's car. There is too great of a potential for accidental damage. The only exception is for leaders or parents involved in operating the race.

19. Any unsportsmanlike conduct by the scout (or parent) will be grounds for immediate disqualification. Scouts should shake hands after each race.

20. Scouts must attend the Pack Pinewood Derby in order to race their cars. However, if a Scout cannot attend the Pinewood Derby, he may still enter his car in the design/appearance contest.

21. If a car comes off the track (the 1<sup>st</sup> time), the race is scratched and run again. The 2<sup>nd</sup> time that the same car comes off the track, the car that finishes wins.

22. Every effort will be made to allow a scout that has arrived late to participate. This may result in a seamless transition, having to start with one loss in the loser's bracket, or not being able to race. The decision to allow participation is at the sole discretion of the judges. To eliminate this potential problem, please don't be late.

***All Decisions of the Judges are Final!***

**Building and Design Tips**

1. The car should be weighted as closely to the 5 ounce limit as possible to insure a competitive chance. A postage scale will give you a good weight estimate. The Pack will provide its scale at the Pack meeting prior to the race and on the morning of the race to determine the official weight. You may want to bring extra weights or prepare to remove weights from the car. **NOTE:** The scale used by the Pack on race day is the only official scale to determine the weight of the car.

2. Deburr the edges of the wheels to insure a smooth ride down the track.

3. If the axles seem loose, secure them with a drop of glue.

4. Do not do anything which would decrease the ground clearance of the car. This could cause the car to drag on the center guide strip of the track.

**Good luck and have fun!**