



Welcome to Pack 196's Pinewood Derby 2010!

The purpose of Pinewood Derby is to provide a positive experience for the pack, the parents and the scouts – with the emphasis on the scout! The following Pinewood Derby Rules are intended to promote uniformity, fairness, good sportsmanship and fun which meets the aims and purpose of the Cub Scout Program. Race Cars should be designed and built by the Cub Scout with guidance provided by the adult.

Please review these rules before beginning building your Pinewood Derby Racer.

Pre-Weigh In: will be **Wednesday, February 10 from 6:00 – 8:00 pm in the School Library.**

We strongly suggest you bring your car for pre-weigh in and pre-inspection. We wouldn't want anyone to show up on race day and be dis-qualified! Cars will be returned to racers and will need to be inspected again on race day.

ALL CARS MUST PASS INSPECTION ON RACE DAY TO QUALIFY FOR THE RACE

Each car must pass inspection by the official Inspection Committee before it will be allowed to compete. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications. All cars shall be assigned a race number prior to the inspection process at the registration table.

All cars will be checked for construction compliance prior to the race. A device will be used to check the length, height, width, wheel base and compliance with the track's starting system..

Inspection Points:

1. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
2. The overall length of the car shall not exceed 7 inches.
3. The overall width of the car shall not exceed 2 ¾ inches.
4. The car must have 1 ¼" clearance between the wheels.
5. The car must have 3/8" clearance underneath the body.
6. The wood provided in the kit must be used. The block may be shaped any way that is desired. Construction of ALL entries MUST have begun AFTER last year's races.
7. The wheels supplied with the kit must be used. The wheels may not be cut, drilled, beveled or rounded.
8. The axles supplied with the kit must be used.
9. Wheel bearings, washers or bushings are prohibited. Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheel axles. Lubricants may not foul the track.
10. The car must not ride on any type of springs.
11. The car must be freewheeling, with no starting devices. Gravity powered. No power assisted devices such as rubber bands or magnets.
12. No loose material of any kind, such as lead shot, may be used.
13. Only one car may be registered by any person in the Pinewood Derby.
14. The car body may have no moving parts.

Race Rules:

1. All cars will be turned in to the Race Officials after Inspection on Race Day and held in the Race Area throughout the race
2. If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
3. If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and if a track fault is found, the track chairman may order the race to be rerun after the track is repaired.
4. If, during a race, no car reaches the finish line on the track, the heat will be re-run.
5. If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.
6. Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications.

If the car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make a repair in the Pit Area.

One Rule for the Adults:

The Officials for the Derby are Volunteers. Before you criticize their decisions, be prepared to take their place!!

This year we will be having a Sibling race and an Adult race for anyone interested! Additional pinewood derby cars can be purchased from the Council Cub Scout Store (they are approximately \$5.00)

The Sibling Race will have the same rules as the Scout Race (see above).

The Adult Race has **NO RULES!** Anything goes, but please be mindful of anything that may harm our track. Also, the measurements should be close to what is stated above so the cars will run on the track AND fit underneath the finish gate!!

Have a great race and Good Luck!!