

BSA Pack 29 Trussville  
**Pinewood Derby**

January 21, 2012  
9:00 AM

A Pinewood Derby Workday will be held on Tuesday, January 10<sup>th</sup> at 6:30 PM at the Scout Hut in place of den meetings. Scouts will be allowed to choose designs and designated adults will cut out the cars using woodworking equipment. "Pinewood Derby Pros" (a few of us old-timers) will be available for questions and advice.

Car construction rules have been intentionally composed to match the rules for the Three Rivers District Pinewood Derby race on February 25<sup>th</sup>. This will allow you to race the same car in both races if you choose.

Parents and siblings are encouraged to participate. Entry fees are \$3.00 for each scout, \$5.00 for each parent and sibling. We will have concessions for sale (snacks, candy, hot dogs and drinks) on race day.

We will set up the track on Friday, January 20<sup>th</sup> at 7:00 PM. We need a few volunteers to help.

### **Car construction rules**

1. You may not use a car from a previous race year.
2. You must use official BSA Pinewood Derby bodies, wheels and axles. Use of pre-cut bodies is prohibited. BSA Grand Prix Pinewood Derby wheels and axles that have been altered and re-sold by third parties are prohibited. All wheels touching the track surface must ride flat, not angled.
3. Weight: 5.00 ounces or less, 4.90 or more will be accepted without further change. **WEIGHT MUST BE SECURE ON THE CAR.** The official race scale is final.
4. Length: 7 inches maximum. Width: 2.75 inches maximum. Bottom clearance of 3/8 inches (INCLUDING BOTTOM ATTACHED WEIGHT). Height: 4 inches maximum. Wheels must be at least 1 5/8 inches apart to straddle the center guide.
5. Gravity powered only. No power assisted devices such as rubber bands or magnets.
6. No additional items may be added to the wheels or axles such as washers, springs, bearings, bushings, o-rings, etc.
7. Only dry lubricant, such as graphite may be used to lubricate axles. The use of liquid lubricants, such as oil, is strictly prohibited.
8. No moving or loose parts may be used in the construction of the car.
9. Wheel base may be changed but no wheel can exceed the specified maximum length of the car.
10. Altering the shape, size or weight of any part of a wheel in any way is prohibited.
11. Axles may be prepped to remove manufacturing flaws but not grooved or plated.
12. No part of the car may protrude beyond the leading (uphill) edge of the starting pin.
13. Once car is turned in it will only be handled by race officials.
14. Sportsmanship, fair play, and Scouting spirit are the tone of the day.
15. Decisions of the Race Officials are final.

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## General Rules / Procedures during race

- Un-scout-like conduct of any kind is not permitted and may lead to disqualification.
- Presence of non-official persons in the racing areas is not permitted. Only the Official Race Committee members may be in these areas. Failure to observe this may lead to disqualification.
- Only race officials or individuals directed by race officials are allowed to handle the cars once turned in at registration.
- A starting gate "malfunction" will cause a re-run of the heat.
- If a car leaves the racing lane, or "fouls" another car the heat will be re-run and if the same car causes a foul in the re-run, it will be black flagged for that heat and given 10 minutes for repairs and reinspected. If the problem continues the car will be disqualified.
- If a car is damaged during a run (jumps the track, etc.) they will be given 10 minutes for repairs. The car will be re-inspected, then the heat will be re-run if it passes inspection.
- If a car is accidentally run down the track "backwards" or in the wrong lane, the heat will be re-run.
- Any conditions not covered in this document will be decided on by the race committee.
- All racers must be present. (If there is an extenuating circumstance contact Race Committee before registration for a ruling)
- Cars will be racing against other cars in their category (Tiger, Wolf, Bear, Webelos I / Arrow of Light, Overall (Scouts) and Open Class). Cars will be raced on all four lanes and will receive points based on placement (1<sup>st</sup> place = 4 points, 2<sup>nd</sup> place = 3 points, etc). The cars with the highest point totals will move on to additional semifinal heats for the category if necessary. Winners of each scout category will compete in the Overall category.
- Winners will be announced in the following categories: Tiger, Wolf, Bear, Webelos I / Arrow of Light, Overall (Scouts) and Open Class. Open Class may be split into separate divisions for adults and children, based on participation.
- Each Racer will report to the 'Pits' when announced as 'On-Deck' to watch their car race.
- All awards will be presented at the end of the race day.
- Cars will be returned at the end of the day. The race officials are not responsible for cars not claimed at the end of the race.
- The judgment of the Finish Line Officials is FINAL!