

RONOTOHACHI DISTRICT PINWOOD DERBY

OFFICIAL RULES AND REGULATIONS

EVENT DETAILS

Date: Saturday, February 21st

Location: Life Springs United Methodist Church

Address: 10608 Highway 109 East Zebulon, GA 30295

Cost: \$10

Check In: Opens 30 minutes prior to your race and closes 5 minutes before race time

Purpose: This event is a reward for your Scout doing well within their Pack. Both Scouts and parents will be reminded that the purpose of this event is to have fun first and enjoy watching the car they created race. Use this time to build great memories and celebrate the accomplishments of your Scout.

Who Can Race: Any Scout that finished in the top 3 of the age group within the Pack Pinewood Derby

Schedule of Races

Tigers - 9:00AM (8:30 check in)

Wolves - 9:45AM (9:15 check in)

Bears - 10:30AM (10:00 check in)

Webelos (1 & 2) - 11:15AM (10:45 check in)

Modified Wheel Base Race (all age Scouts) - 12:00pm (11:30 check in)

Awards will be presented to the top 3 in each division!

***Cars that have a long wheel base or have axels mounted in any other location than the BSA block will race in the Modified Wheel Base Race.**

GROUND RULES

1. Cars shall be new for the program year in which they compete. To the extent possible, Scouts shall design and build their own cars with minimal adult assistance.
2. Cars shall pass inspection by the Official Inspection team before being allowed to compete. Cars that do not meet these specifications shall be disqualified from competition. Owners of disqualified cars shall be informed of violations and given opportunity to correct them, if there is sufficient time. Derby heats will not be delayed for car alterations.
3. Only Derby Officials and Scouts in the age group racing shall be allowed in the track area.
4. Late arrivals may run their car down the track after other races have been completed, which will allow the owner to receive their participation award. Late arrivals will not be allowed to race outside of their rank category.
5. Cub Scouts must be present to race their own car. Participants are encouraged to wear their Scout uniform.

DISPUTES

1. Any participant (or his parent/guardian) may petition the Derby Committee for an interpretation of these rules. The Derby Committee, by majority vote, shall be the final judge of these rules.
2. Un-sportsman-like conduct on the part of any participant or member of the audience shall be grounds for disqualification - this is a DO YOUR BEST & HAVE FUN Derby!

CAR SPECIFICATIONS

1. Cars shall be made from the Official Cub Scout Grand Prix Pinewood Derby Kits. Details, such as steering wheels, driver, spoiler, windshield, stickers, et cetera, from other sources shall be allowed – provided that these details do not exceed the maximum length, width, and weight specifications.
2. Maximum overall width shall be 2 ³/₄ “.
3. Maximum overall length shall be 7”.
4. Minimum ground clearance shall be 3/8”.
5. Maximum weight shall not exceed 5 ounces. Readings of the Official scales shall be final. Cars may be hollowed out and built-up to maximum weight by the addition of filler, provided that it is securely built in to the body, or firmly affixed to it.
6. Loose or liquid fillers of any kind (including mercury) shall not be allowed.

WHEELS AND AXLES

1. Only the Official Cub Scout Grand Prix wheels and axles shall be used
2. Wheels shall not be shaped in any manner, except that they may be polished and trued. Wheels shall have smooth, square profiles; they shall not have grooves or ridges.
3. Bearings, bushings, washers or springs may not be used in any manner.
4. Wheel cavities shall not be filled with any type of putty.
5. Cars shall be freewheeling, with no means of propulsion except gravity.
6. Cars with altered (non stock) axle distance must complete in the Modified Wheel Base Race.
7. Axles may be smoothed or polished.
8. Covering of wheels shall not be allowed; wheel hubs must be open for inspection.
9. All four wheels must touch the track.

LUBRICATION

1. Liquid or paste-type lubrications shall not be allowed. Only dry, powdered lubricants (such as graphite, talc, chalk, et cetera) shall be allowed.
2. Cars shall be lubricated before inspection and weigh-in. No further lubrication shall be allowed.

RACING RULES

1. After passing inspection, cars shall be placed on the “impound board” by the Inspector or assistant. After being impounded, only Derby Officials will have contact with the car till the end of the rank race. Once the race is over owners will be instructed to retrieve their cars.
2. If a car is damaged or jumps track before the heat is finished, the heat shall be run again. If the same car is damaged or jumps track for a second time, it shall lose the heat.
3. Repairs of cars damaged while racing shall be made in the Official pit, under the supervision of a Derby Official. Parents/Guardians, may assist their Scout in making repairs. Repair time shall not exceed 10 minutes. No re-lubrication of repaired cars shall be allowed, and cars will be re-inspected by a Derby Official before returning to the race.
4. All cars will make a minimum of three trips down the track and the winners will be determined by highest average speed.