

## Glacier's End District Pinewood Derby Rules

The Pinewood Derby is a family participant event. Cub Scouts, their parents and friends join together to design and build a miniature race car. While building the fastest car is a goal of many, the real winners are the majority of Cubs who have learned new skills and developed a positive bond with their parents or others as they build their cars. It is a joint venture **where the Scout is expected to do most of the work.** The Cub WILL NOT have this positive experience if his car is assembled by parents or other skilled adults.

**1.** The Pinewood Derby Car shall be constructed from an Official BSA Pinewood Derby Kit. The block of wood, wheels and axles in the Derby Kit must be used. The use of other wood blocks, wheels and axles is strictly prohibited. **All participants must be made aware that the leaflet of instructions enclosed in the kit is to be used solely as suggestions: Council rules are the only valid ones.**

**2.** All cars entered in the Derby are to be built and finished by the Cub Scout between November and April.

**3.** The Cub Scout should be present at the Derby for his car to run. However, if an emergency arises another Cub Scout of the same rank may serve as a substitute and race the car on behalf of the Cub Scout who cannot attend.

**4.** On the day of the Derby, before final registration, the Cub Scout may add dry lubricant only to the axle and wheels. No other lubrication is allowed (i.e. Spray silicone or oils). This is the only time the car can be lubricated during the Derby.

**5.** The car will only be handled by track officials after it is registered except for pre and post racing. After the race, the car will be returned to the judge's table. The Cub Scout may not handle his car or any other car until after each race and only to return from the track to the judge's table.

**6.** Decision of the Derby Committee is final. Any conflicts within the committee will be decided by the committee chair.

**7.** Each car must pass all Derby Committee inspections before being registered and allowed to race.

**8.** If during inspection a car does not meet racing specifications, the builder will be allowed to correct those areas in violation of the racing specifications. Within 15 minutes of the scheduled registration closing time.

**9.** If a car leaves the track during a heat, the heat will be declared no contest and will be rerun. If the same car leaves the track during the second heat, it will be disqualified from that heat race. The only exception to this is if the track debris or if the track itself causes the problem.

**10.** Scouts may claim their car and awards after the final race.

**REMEMBER THAT THE DECISION OF THE DERBY COMMITTEE IS FINAL AND WE DO OUR BEST TO BE FAIR TO EVERYONE.**

The Cub Scout Grand Prix – Pinewood Derby Guidebook is available for purchase at the Scout Service Center. However, these rules are the final word for the Glaciers End District and your pack races.

The Scout Service Center has Pinewood Derby Car Kits and a limited line of accessories available for your convenience. A few of the accessory items carried at the Service Center include: Official Pinewood Derby Car Kits, Accessory Kits, Replacement Wheels and Axles, Templates, Decals, Wheel Lube, and Weights. Be aware that car bodies and accessories made by Pine-Car are not official BSA Pinewood Derby parts and should not be used.

*Approved by the Glacier's End District Committee on 10/6/11*

*Please submit changes to the District Committee by 9/1 of the school year you wish the changes to be made*

## PINEWOOD DERBY ASSEMBLY

### CAR DEFINITIONS:

Cub Scout Construction: Parents may provide guidance, construction and safety tips, or demonstrate steps involved in construction, but should keep in mind that the Derby is a race matching the products of 7 to 10 year old boys. Safety considerations must be observed at all times and no Scout should be asked to do more than is deemed reasonable and safe. Parents or any other person may not build the car kit for the boy.

Wheels: Only the wheels supplied in the BSA kit may be used. The wheels may not be rounded, shaped, ground, machined or tooled. Rounding the tread area to minimize wheel surface contact is not allowed. Wheels judged to be in violation of these rules will have to be removed before the car will be allowed to race. No hub caps or wheel covers are allowed to be placed on the wheels.

Axles: The axles supplied in the BSA kit must be used. Filing and polishing to remove burrs is allowed. No other changes to the nails will be allowed. Axles judged to be in violation of these rules must be changed with new axles before the car can race.

### FINAL CAR ASSEMBLY

The front of the car may not have slots to improve the starting position of the car. The front tip of the car must touch the starting pin. The nail axles must be driven into the wooden block axle grooves. The grooves can only be altered if the grooves are not square or at right angles with the block of wood. The grooves used for final assembly must maintain the wheel base specifications which is 4 3/8 inch.

No part of the car can protrude beyond the front of the car that touches the starting gate.

1. The nail axles must have their point and heads visible after installation and final assembly. No exceptions will be allowed.

2. No loose material of any kind is permitted in or on the car. Example: marbles, mercury, and/or ball bearings.

3. No special bearings, washers, bushings, or springs may be employed.

4. The car bottom must clear the lane keeper of the track.

Clearance is given in the car kit rules.

5. Stationary weights may be embedded inside the car body. The car bottom must be full surfaced and free of voids, except for the axle slot must enable nail tips to be visible.

6. The car must be free wheeling with not starting devices or propulsion devices

7. Anything added to the car must be securely fastened.

8. All four wheels must be used, and all four wheels must contact the ground/track.

### FINAL ASSEMBLED CAR DEMENSIONS

Maximum car width and length: Not to exceed 2 3/4 inches wide and 7 inches long.

Total car weight: The car should not exceed 5.0 oz. or 141.75 grams, as measured by the Council Derby Committee Scale. **NOTE:** Scales can vary between pack race scales and district race scales. Be prepared to make adjustments.

Width between wheels: 1 3/4 inches.

Bottom clearance between car and track: 3/8 inch.

### RULES DURING RACE

1. Showing **GOOD SPORTSMANSHIP** is a part of scouting and will be enforced before, during and after the race.

2. Only race officials and boys racing will be allowed in the track area. This rule will be strictly enforced.

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