

# Cub Scout Pack 91

## 2016 Pinewood Derby Guidelines

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Pack 91 will hold our annual Pinewood Derby contest Saturday, \_(TBA)\_\_\_\_\_ @ 10 AM. Registration opens at 9:30, please try to arrive early so we can start on time. Upon arrival, all drivers shall:

- A. Make any final adjustments to cars.
- B. Report to the registration and inspection tables for inspection, weigh in and to pick up your Pit Pass.

Note: Cars will remain in possession of officials, except as indicated below, until completion of all heats.

1. All cars **must** pass inspection to qualify for the race. The inspection points are as follows:
  - a. The car must have been made during the current year of scouting and should have been made by the Scout with limited assistance from parent. An Open Class (defined as anyone that is not a Cub Scout) will allow for any parents/siblings wishing to compete as well.
  - b. The overall width of the car shall not exceed 2 ¾ inches (inclusive of wheels). Do NOT change the width of the car. The tracks are designed to use the same width that the car comes with originally.
  - c. The length of the car shall not exceed 7 inches. (Car will get stopped on track)
  - d. The weight of the car shall not exceed 5.00 ounces.
  - e. The height of the car shall not exceed 3 ½ inches.
  - f. No extensions are allowed that protrude beyond the center of the front bumper of the car. (Meaning the front of the car cannot be shaped like a "V" )
  - g. Be careful adding weights etc. to the bottom of the car. Doing so may cause the bottom of the car to contact the racetrack, affecting the car's speed.
  - h. **Axles, wheels, and body wood shall be as provided in the BSA kit.**
  - i. **Wheel base (slots for axles) are to be as provided in BSA kit. No elongation of wheel base allowed.**
  - j. Wheel bearings, washers or bushings are prohibited.
  - k. Wheel tread must not be altered. The removal of burrs is permitted but no other alterations are allowed. Wheels may not be sanded, tapering, ground to a sharp edge, hollow tapered or drilled out.
  - l. The car shall not ride on any kind or type of springs.
  - m. Any details added must be within length, width, and weight limits.
  - n. The car must be freewheeling, with no starting devices.
  - o. No liquid lubricant is allowed, powdered graphite only.
  - p. No repairs or modifications are allowed once the vehicle has been registered with the exception of reattaching wheel(s) that have come loose during the course of a race. There will be a 5-minute time limit for repairs. Repairs taking longer than 5 minutes will cause a disqualification for that race.
2. As each heat is announced, drivers will report to the finish line to cheer for their vehicle and observe the results, which will be determined by the race official.
3. The "starter" will place each vehicle on the track and ensure they are positioned properly and will then start the race. Everyone else must remain behind the barriers.
4. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc. the heat will be rerun. If the same car experiences difficulties on the second run, the contestant is disqualified and automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time, excluding the disqualified car.
5. Upon completion of each race, the cars shall be returned to the "holding bay" until completion of the days' activity. This will allow all entrants to participate in the "design" and "style" competitions.
6. Final determination of any and all questions, concerns, or discrepancies shall be adjudicated by the Race Officials.

All rules above are designed with fairness of competition in mind. Please remember this is a Scouting event and therefore **everyone** shall conduct themselves in a Scout like manner. Let's have Fun and enjoy a great Derby!