

SOUTHBOROUGH CUB SCOUT PACK 26 OFFICIAL PINEWOOD DERBY GUIDELINES

The Pinewood Derby is one of the most important events in the yearly activities of the Pack. Through the years, guidelines have been established to ensure that each boy has the same chance of winning. Please adhere to the enclosed rules to ensure fairness and the enjoyment of each Scout.

SPECIFICATIONS

1. Only the **Official Grand Prix Derby Kits** can be used.
2. Specifications on Grand Prix Derby Plan supplied with car kit will apply.
3. A car may be raced only **one year**.
4. Width of car shall **not exceed 2 3/4 inches**.
5. Length of the car shall **not exceed 7 inches**.
6. Weight of the car shall **not exceed 5 ounces** (141.75 grams)
7. All added weights must be **firmly fixed**.
8. **No shaved wheels** may be used. The width of the wheel that touches the track must be at least **one-quarter inch wide and flat**.
9. The **axle pins** supplied in the kit **must** be used.
10. The **axles** must be **placed in the slots provided** in the wood blocks. Please check to see that these slots are perpendicular to the car body - drill out if necessary.
11. Weighted wheels, wheel bushings and washers are **prohibited**. No exceptions.
12. No lubricant other than **Council approved** substance(s) shall be used on the wheel axles.
13. The car shall not ride on any kind or type of springs or suspension. No exceptions.
14. Any details, exhaust pipes, intake scoops, mirrors, etc. must be within length, width and weight limits.
15. The car must be **freewheeling**, with no starting devices.
16. The **assigned number** must be clearly marked and visible on **the top of the car**.

INSPECTION AND REGISTRATION

1. Each car will be inspected by the Official Inspection Committee to ensure compliance with the above specifications.
2. All decisions of the Pack Derby officials are **final**. No exceptions.

BASIC CONSTRUCTION TIPS

1. The Pack will provide each Scout with the Official Derby kit. It is requested that each racer provide their own approved lubricant and weights; additional weights and lubricant will be available at the weigh-in. (Mandatory)
2. Weight should be added to the body to bring the total weight up to **5 ounces**. Fishing sinkers, solder shot or approved weights are recommended. *(Mandatory)*

3. It is necessary that the **center of the nose of the car** be broad enough to avoid slipping off the dowel starting pin, approximately 3/8 inch. *(Mandatory)*
4. To ensure clearance over the guide strip, the minimum inside clearance between the wheels must be **greater than 1 3/4 inches** and the car must be a **minimum of 3/8 inches** from the bottom of the body to the bottom of the wheels. *(Mandatory)*
5. If your design calls for cutting away much of the block, use a saw first, then a jackknife or other tool. *(Parent recommended)*
6. Remove burrs on nail axles with sandpaper or emery cloth. Make it easy by fitting nail points into an electric drill and holding sandpaper or emery cloth against nail while it is rotating in the drill. *(Parent recommended)*
7. Paint the body parts before assembling them to avoid getting paint on axles and the wheels. *(Recommended)*
8. Sand the mold seam on the wheels and make them perfectly smooth. *(Recommended)*
9. The front of the car should be the end with the wheel slot closest to the end. *(Recommended)*
10. Carefully apply glue to axles in wood block slots, avoiding the area closest to the edge. *(Recommended)*
11. Additional design tips are available from a variety of sources, the Scout Shop, the Internet, older Scouts, etc...

GENERAL RACE RULES

1. **The decisions of the Race Officials and Pack Leader are final.** Any question on protocol or procedure is ultimately up to the **final discretion** of the Pack Leader.
2. Once the car is officially checked in on Race Day, **no additional alterations** will be allowed. The cars will be placed in the Den box, and the Den Leader is responsible for providing parental volunteers to assist in each heat.
3. Additional lubrication will be allowed before the Pack Finals **if time allows**.
4. A barrier will be set up to ensure that the track remains clean and straight. The Den that is racing will be escorted to a special viewing area; it is requested that parents please stay with the Scouts. **Please remain in the provided seats at all times, and behind all barriers. Parents, please help to maintain control of Scouts & siblings at all times.**
5. The electronic finish gate will determine the winner for any race. This will be tested before each heat as time allows. In the event of an electrical or mechanical malfunction with the gate, the race will be run again regardless of the spacing of the cars.
6. 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 gets into trouble on the **second run**, it may be disqualified, subject to the discretion of the Race Committee and/or Pack Leader.

7. **Race Order:** Tiger Cubs are scheduled first, and then the heats are scheduled by rank, from lowest to highest, **at the discretion of Race Officials.**
8. **Cars are to be run in triple-elimination heats.** Once a car has won 3 times, it will be declared the winner. The next car to have won 3 times in any heat will be declared in second place. The same procedure applies to the third place finisher. No additional races will be held in that Den after the top 3 winners are declared. If time runs short however, Race Officials may decide to change this rule to double elimination **after** first place is determined.
9. Cars will be run on **alternate lanes** after each heat.
10. **Pack Finals:** These races are also triple-elimination, with the same procedure for winners as in the Den heats. The only difference is that an **alternate** will be chosen after the top 3 winners are announced. The alternate will also be decided in similar fashion as the top 3. These 4 cars and their owners (with the Tiger winners) will be invited to the Town Finals, usually scheduled for later in the day (please see the current schedule). The top 3 and an alternate will be determined from the Town in elimination heats by racing with Pack 1. Additional lubrication will be allowed before the official race begins if time allows.

Adult Race (if applicable): all rules in this pamphlet apply.

Tiger Cubs:

*Given this is their rookie year, the intense competition, and the lightening speed of the semi-professional older cub cars, the Pinewood Derby Race Committee has historically decided that the Tiger Cubs do not participate past the Den Rounds. Please understand this exclusion is for the safety of the Tigers and their cars. Tiger attendance and camaraderie at subsequent racing is welcome and encouraged, so that they may learn the ropes of Pinewood Derby racing at the semi-professional level for the next year. **However**, the top Tiger winner will be invited to race against the other Pack to determine the finalists to represent the town for the Tiger Cub rank at the District finals.*

Every attempt to anticipate potential problems and situations has been addressed in this pamphlet. However, not every situation can be foreseen. The ultimate goal is to have fun, and have the Scouts enjoy themselves. Any and all decisions by the Race Committee and Pack Leader will always be in the best interest of the Scout.