



## **AWAHILI DISTRICT PINEWOOD DERBY RULES**

**Date:** Please consult your Pack calendar or Cubmaster or pack derby chairman for your unit's derby time and date.

**DIVISIONS:** Tigers  
Cubs (Wolf & Bear Combined)  
Webelos (I & II Combined)

**COMPETITIONS:** Craftsmanship, Originality & Speed

**\*\*Ultimately it is the Cubmaster or designee's duty to ensure that all their pack's cars pass inspection for their own unit's race. All first place winners per division and competition category can move on to the district derby to compete in the one 1<sup>st</sup> place category that they won at their pack level. There are a total of 9 scouts that can potentially move on to the district derby competition. However, depending on the size of your unit and dens, there may be fewer scouts that would advance to the district derby.**

**\*\* Details for those scouts that qualify for the district derby should be announced by their cubmaster, designate/derby chairman. Any other further questions in regards to the district derby should be directed to their cubmaster, designate/derby chairman for that pack or lastly the district derby chairman.**

**\*\*In the spirit of good sportsmanship and respect of competitors/fellow scouts, all competition category participants should be present at the awards ceremony.\*\***

**\*\* Each pack that plans to have their 1<sup>st</sup> place scouts compete in the district derby should have at least one adult volunteer to help on race day with this event. The adult volunteer(s) should be prepared to stay throughout the event.**



## AWAHILI DISTRICT 2014 PINEWOOD DERBY

### 1. Length, Height, Width and Clearance

- The maximum overall width including wheels and axles shall not exceed  $2\frac{3}{4}$  inches.
- The minimum width between the wheels shall be  $1\frac{3}{4}$  inches so the car will clear the center guide strip on the track.
- The minimum clearance between the bottom of the car and the track surface shall be  $\frac{3}{8}$  inch so the car will clear the center guide strip on the track.
- The maximum overall length shall not exceed 7 inches.
- The wheelbase (distance between the front and rear axles) may not be changed from the kit body distance of  $4\frac{3}{8}$  inches (some kits may be off between  $\frac{1}{8}$  inch to  $\frac{1}{4}$  inch). The pre-cut slots provided on the official BSA kit must be used!
- The maximum height shall not exceed 4.5 inches.

### 2. Car Body, Weight and Appearance

- Body wood *shall be only* as provided in the Official BSA Grand Prix Pinewood Derby Kit.
- The car must have been built during the current year (the school year in which the Pinewood Derby is held).
- The **maximum weight of the car shall not exceed 5.0 ounces**. The reading of the official scale will be final.
- No liquids or loose materials of any kind are permitted in or on the car.** The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided any additional materials is securely built into the body or firmly affixed to it.
- Details such as steering wheel, driver, decals, spoiler, painting and interior detail are permissible as long as these details do not exceed the maximum length, width or weight specifications.
- Cars with wet paint will not be accepted.
- The front end of the car is to be solid, (meaning no notches, grooves, or slots) that would give the car an unfair advantage at the start.

### 3. Wheels and Axles

- Only BSA approved wheels and axles**, as provided in the Official Pinewood Derby Kit, must be used.
- Wheel bearings, washers, bushings and hubcaps are prohibited.
- The car shall not ride on any type of springs.
- The car must be freewheeling, with no starting devices or other types of propulsion.
- Wheels can be sanded to remove surface imperfections, but the treads must be left flat. Beveling, tapering, narrowing, thinning, thin sanding or wafering of the wheels is **prohibited**.
- Axles can be smoothed to remove surface imperfections, but not altered in any way except polishing. The head of the axle (nail) shall not be altered.
- All 4 wheels of the car must touch the track/surface.



Acceptable wheels

#### 4. Lubrication

- a) Only graphite or powdered Teflon “white lube” will be allowed for lubricating the wheels. You MAY NOT use any other lubricant, especially oil and silicone sprays. (Liquids, grease and sprays create an unfair advantage and can potentially mix with the paint of the car or the plastic wheels and make them tacky which will slow your car considerably over time and liquid lubricant can potentially foul the track ruining the racing surface for others).
- b) There will be NO lubrication after your car has completed Final Inspection and Registration.
- c) Due to safety reasons, there will be NO lubrication of your car in the race area or within the structure in which the derby event is being held. (Graphite on the floor creates a hazardous slipping condition where people are walking.
- d) Cars that are lubricated during the race will be disqualified.

#### 5. Inspection and Registration

- a) To compete in any category of the Pinewood Derby, each car must pass Final Inspection, (which includes weigh-in) and be registered by the documented deadline.
- b) Inspection and Registration times are at the discretion of the cubmaster or derby chairman.
- c) The Inspection Committee has the right to disqualify cars that do not meet these rules. Any scout may appeal the inspection to the Pinewood Derby Committee Chairperson, whose decision is final.
- d) If a car does not pass inspection, the owner will be informed of the reason his car did not pass (too long, too heavy, altered wheelbase, or the like). Cars that fail the initial inspection may be modified to bring them within specifications and brought back for re-inspection before the Final Inspection Deadline.
- e) No car may be altered in any way after it has passed Final Inspection and Registration. The cars will remain in the holding area (“garage”) and cannot be touched by anyone until time to race.
- f) An inspected car that is found to be in violation on the day of or during the race can still be disqualified except where the car may be fallen out of spec due to damage. At which time the scout will be allowed time to fix the car as per the repair rule listed below in the speed category of the rules.

#### 6. Ground Rules and Competition

**All Cub Scout derby participants must wear their Class A uniforms.**

##### **Speed:**

- a) Good sportsmanship and good behavior is expected. Pinewood Derby Officials may ask anyone (participant or spectator) not following this rule to leave the competition or race area.
- b) The Pinewood Derby is open to all Tiger Cubs, Cub Scouts (Wolf&Bear) and Webelo Scouts registered in their District to compete in Speed, Originality and Craftsmanship in their respective division at their Pack Pinewood Derby during this current school year.
- c) Each entrant may enter only one car for their division in the competition. The entrant must be present to race and receive any awards at their pack completion.
- d) The Speed Competition will be judged by the means selected by the particular unit agreed upon by the Cubmaster and derby committed.
- e) The District Speed Competition will be judged using the Standard\* (or Stearn’s) method by racing heat races within each bracket (Tiger Cubs, Cub Scouts and Webelos). To equalize differences among track lanes, each heat will consist of at least two races, with each car racing at least one time in each lane. In case of a tie, the drivers will have a race-off. The races will be judged using electronic finishing devices and a computer software program based on elapsed time of the races that each car runs.

\*Standard scheduling generates a schedule using the Stearns Method. In this mode, all cars will race many times against many other cars. The cars will race evenly among all of the lanes used, and the cars will all race the same number of times. The schedule will be based on the number of car and rounds specified.

- f) Only Pinewood Derby officials and scouts participating in the current race may enter the track area.

- g) Each heat will be announced. Drivers will retrieve their cars from the “garage”, report to the starting line and place their cars on the designated track. The starter will start the race.
- h) The car whose nose is over the finish line first is the winner for that race as detected by the electronic finish device, followed by the order of all the other cars in the particular race heat.
- i) The drivers will then report to the finish line to retrieve their cars for the next race, and return their cars to the “garage” after the last race of the heat. The drivers return to their places outside the track area after the heat.
- j) Only if a car leaves the track, runs out of its lane, or interferes with another car one time it will still be allowed to rerun that particular race heat. If that same car leaves the track, runs out of its lane or interferes with another car a second time, it will automatically lose that race.
- k) A race car will be counted as last place in the particular race heat if it cannot make it to the finish line in the specified race lane.
- l) The ONLY repair that will be allowed during the Pack or District Derby is for a wheel and axle that has come off of the car. Only the driver will make the repair by hand or with a hammer. **NO glue or other adhesive substance will be used to make the repair.** The car will be disqualified if any wet glue is put upon it during race time. The driver’s parent or Race Official may help by offering suggestions verbally. Only the Scouts racing their cars or the Race Officials are allowed to touch the cars.
- m) The Pinewood Derby Committee will handle any questions of the rules or problems that may arise during the event and their decision will be final.
- n) All questions or clarifications needed regarding the rules occurring on race day must be presented by the Cub Scout participant to a Race official.

### **Craftsmanship**

- a) Cars will be judged for Craftsmanship by independent judges that have been chosen by the Pinewood Derby Committee. These judges have been instructed by the Committee and are believed to be non-biased in their judging.
- b) Craftsmanship will be based on the following:
  - Neatness: is the overall appearance pleasing and well-executed
  - Detail: how well was the idea carried out?
  - Colors: do the colors blend well with the overall design
  - Scout Ability: is it evident that the Cub did the majority of the work
- c) Votes will be cast on ballot sheets and tallied by members of the Pinewood Derby Committee.

### **Originality**

- a) Cars will be judged for Originality by independent judges that have been chosen by the Pinewood Derby Committee. These judges have been instructed by the Committee and are believed to be non-biased in their judging.
- b) Originality will be based on the following:
  - Unique Design: something other than a “usual” racecar design
  - Unique Colors: different color scheme that impacts the design
  - Detail: how well was the idea carried out?
  - Scout Ability: is it evident that the Cub did the majority of the work
- c) Votes will be cast on ballot sheets and tallied by members of the Pinewood Derby Committee.



## **7. Awards and Recognition**

- a) The most important values in Pinewood Derby competition are parent/scout participation, good sportsmanship and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards.
- b) First, Second and Third place will be awarded in each category of Speed, Craftsmanship and Originality. Winners must be present to win.



## Coaching Hints for Parents

- Help your scout understand the rules and specifications found in the kit and those developed by the pack Pinewood Derby Committee.
- Spending time with your scout and helping him “do his best” will be remembered by both of you long after the race is finished.
- Remember the focus of this event is not to win at any cost but for each Cub Scout to “**DO HIS BEST**” and **HAVE FUN!!**

### **KNOTS**



**HELP YOUR CUB SCOUT DO HIS BEST**