



PLEASE MAKE CERTAIN YOUR CUB SCOUTS AND PARENTS ARE AWARE OF THESE RULES, RACE DATE, AND LOCATION

The District Pinewood Derby will be held on March 15th, 2008 at Hixson United Methodist Church.

PINEWOOD DERBY RACE RULES

LENGTH, WIDTH, & CLEARANCE

1. Maximum overall width (including wheels and axles) shall not exceed 2-3/4".
2. Minimum width between wheels shall be 1-3/4" so car will clear the center guide strip.
3. Minimum clearance between the bottom of the car and the track shall be 3/8", so car will clear the center guide strip.
4. Maximum length shall not exceed 7".
5. The front of the car will be designated at the technical inspection, and may not be changed during the race.
6. Regardless of the car design, all cars will start behind the gate.

WEIGHT & APPEARANCE

1. Weight shall not exceed 5 ounces. The readings of the Official Race Scale at the District Race will be considered final. The car may be hollowed out and built-up to the maximum weight by the addition of wood, plastic or metal only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
2. Mercury shall not be used for adding weight. It is a potential health hazard.
3. Details such as steering wheel, driver, spoilers, decals, painting and interior are permissible as long as these items do not exceed the maximum length, width, and weight specifications.
4. Cars with wet paint or glue will not be accepted.

WHEELS & AXLES

1. Only the official Scout Grand Prix wheels and axles can be used. Axles may be polished. Wheels may be lightly sanded to remove the mold projection on the tread. This light sanding is the only wheel modification allowed. Beveling, tapering, thin sanding, wafering, or lathe turning of the wheels is prohibited. The tread must be flat across. No "V", "H", or other style grooves.
2. Wheel bearings, washers or bushings are prohibited.
3. The car shall not ride on any type of springs.
4. The car must be freewheeling with no starting device or other propulsion.
5. The Wheelbase (distance between front and rear axles) may not be changed from the kit body distance of 4-1/4".
6. All 4 wheels must touch on the ground upon inspection before race.
7. Wheels and axles shall not be angled to ride on edges. See rule 1. Angled wheels must be fixed to meet regulations.

LUBRICATION

1. Only powdered black graphite may be used. Regular oils, grease, and silicone sprays may soften the plastic wheels and are not permitted. No Teflon lubricants.
2. Cars may be lubricated before inspection. No further lubrication will be permitted.

INSPECTION & DISPUTES

1. Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules.
2. Any participant (including the parent of the participant) has the right of appeal to the Race Committee for an interpretation of these rules. In case of a tie vote, the decision of the Race Chairperson will be final. .
3. Ungentlemanly, unsportsmanlike, or un-Cub-like conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.

GROUND RULES

1. The race is open to all Cub Scouts (Tiger through Bear) and Webelos. A Webelo that 'crossed over' to Boy Scouts will be allowed to compete if he has or is crossing over Spring of 2008, the Webelo must register as part of his pack.
2. Cars must have been made for this year's Pinewood Derbies. Cars made for a previous year's derbies are not permitted.
3. The race will be a timed event **Perfect N Racing Schedule**. The competition time will be the sum of the times from each track lane. There will be classification of age; Tigers, Wolf, Bear, and Webelos. A Grand Champion will be determined by a grand finally consisting of the top three of each rank. See rule 1.
4. If a car jumps off the track, **the heat will run again with all cars in assigned lane**. The car may be inspected and repaired according to rule 6 before being run again. If the same car jumps off the track a second time, the clock will be manually set by hand.
5. If a car leaves its lane and interferes with another car, the heat will run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car.
6. If a car suffers a mechanical problem, loses a wheel, breaks an axle, etc., and a repair can be accomplished in less than 5 minutes, the heat will be run again. If not, the car will automatically lose that heat. After races begin, emergency repairs will be made in the pit area only by the car owner. Others may supervise but not work on the car. A race official may provide minimal assistance such as holding something and assuring the work is being done safely. NO lubrication is allowed at this time.
7. Only Race Officials will be permitted into track area. This rule will be strictly enforced!

We will try our best to insure that each boy will have an equal chance to win; however, all decisions by the judges will be final. We would expect that in the best Spirit of Scouting, all cars entered will have been made for this year's competition and have not been built for any previous year's competition.

PRIOR TO REGISTRATION

Limited track runs will be permitted prior to registering cars. Pre-run will only be allowed at pre-registration time on Friday. At 9:30am Saturday, all cars must be turned in to race officials and testing on tracks will cease.

BEST IN SHOW COMPETITION RULES

THEME

History of Scouting, 100 years of Scouting

DESIGN

Cars will be judged for designs depicting any historical significance of the scouting movement since its inception. Pictures, carvings, etc. can be made into the design of the car so long as they do not interfere with the car's ability to race in accordance with posted race rules.

JUDGING

1. Judging will be conducted by guest M.C.s and a designated District Representative
2. Any participant (including the parent of the participant) has the right of appeal to the Race Committee for an interpretation of these rules. In case of a tie vote, the decision of the Race Chairperson will be final. .
3. Ungentlemanly, unsportsmanlike, or un-Cub-like conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.

TIME FOR JUDGING

Judging for Best In Show will be from 9:30 to 9:50am during the time registrants are being finalized in the race computer. Judges will deliberate and discuss their decisions prior to the race.

ANNOUNCEMENT OF WINNERS

Winners for all competitions will be announced after all races are completed during an awards ceremony.

OUTLAW COMPETITION

ELIGIBILITY

1. To participate in this event registrants must be a relative (parent or sibling), or a registered leader with the BSA.
2. Applicants must register the same as the cubs are registering at the same cost.. "Outlaw Derby ", "Scout's name and relation of applicant" or "Pack # and Position of Applicant" will need to be written clearly on the application for bracket separation.

OUTLAW RULES

Outlaw racers will follow the same Derby Rules as posted for Cub Scout Pinewood Derby.

OUTLAW RACE TIMES

The Outlaw race will follow the completion of Cub Scout race activities.

WINNERS

1. There will be only 1 set of winners consisting of a 1st, 2nd, and 3rd place ranking.
2. Winners will be declared after all Outlaw Heats have completed by a cumulative time. See Cubscout race rules.