



# Cub Scout Pack 1103 2015 Official Pinewood Derby Rules

**\*\* DATES AND TIMES ARE TENTATIVE - PENDING KISD APPROVAL \*\***

<b>Location:</b>	Stanley Elementary Cafeteria (26633 Cinco Terrace Drive)
<b>Derby Date:</b>	Saturday, January 31, 2015
<b>Time:</b>	3:00 PM to 5:00 PM

## Pre-inspection and Car Registration

We are currently planning to provide two (2) inspection/registration times. Inspection/registration will be held at Stanley Elementary as follows:

- **Friday, January 30, 2015 @ SSE Cafeteria from 7:00 PM ~ 8:30 PM**
- **Saturday, January 31, 2015 @ SSE Cafeteria from 1:00 PM ~ 2:30 PM**

## Length, Width and Clearance

1. The maximum overall width (including wheels and axles) shall not exceed 2- $\frac{3}{4}$  inches. This is the standard width of the block with wheels installed
2. 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.
3. 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.
4. The maximum overall length shall not exceed 7 inches, which is the length of the block when you receive it.
5. The maximum height shall not exceed 3 inches to ensure the car can pass under the electronic timer at the end of the track.
6. The wheel-base (distance between the front and rear axles) MAY BE EXTENDED from the kit body distance of 4- $\frac{1}{4}$  inches.
7. YOU MUST USE THE OFFICIAL BSA GRAND PRIX PINEWOOD DERBY KIT PROVIDED BY THE PACK FOR YOUR CAR.

## Weight and Appearance

1. Weight shall not exceed 5 ounces. The reading of the official scale will be considered final. The car may be hollowed out and built up to the maximum weight. If any other materials are used they must be securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.

2. Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width, height, or weight specifications.

## Body, Wheels and Axles

1. Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit.
2. You **MUST** use the block of wood provided. Purchasing pre-made bodies is **NOT ALLOWED**.
3. Wheels may be lightly sanded to smooth out molding imperfections on the tread area. This light sanding is the only modification allowed. Beveling, tapering, thin sanding, wayfaring or lathe turning of the wheels is prohibited.
4. The axles provided in the kit may be sanded to smooth out tool marks and imperfections but solid axles and after-market axles are prohibited.
5. Wheel bearings, washers, bushings, solid axles and hubcaps are prohibited.
6. The car shall not ride on any type of springs.
7. The car must be free-wheeling, with no starting device or other type of propulsion.
8. The front of the body must fit flush against the starting post of the track. The front of the car cannot be hollowed out so as to provide an unfair advantage at the start. If the car cannot be started fairly from the front, the judges will run the car in reverse.
9. If the front of your car is not easily distinguishable from the rear please mark it to indicate which direction you want it to run.

## Lubrication

1. Only dry powered lubricants, such as graphite, may be used. Regular oils and silicone spray may soften the plastic wheels.

## Ground Rules and Competition

1. The race is open to all families registered with Pack 1103. Trophies will be awarded to the top three cars in each Rank (i.e., Tiger, Wolf, Bear, Webelos 1, Webelos 2, Open).
2. Each Cub Scout may enter only one car in the competition. Several cars may be constructed but only one may be registered and raced. Siblings and parents may race cars in the open competition.
3. The car must have been built during the current year (the school year in which the Derby is held). Cars that have been built in previous years are not permitted.
4. Competition consists of computer timed runs, three cars at a time. Each car will race in each of the three tracks and the average of the three times will determine the winner of each heat.
5. If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically lose that race.
6. If a car leaves its lane and interferes with another car, the race will be run again. If the same car leaves its lane a second time and interferes with another car, the interfering car will automatically lose that race.
7. If a car becomes damaged and can be repaired in a reasonable amount of time (a few minutes), the race will be run again. If not, the damaged car will automatically lose that race. This will be determined by the head judge. The repairs allowed will only be to restore the damaged car to race readiness, not to improve the performance of the car.
8. If a car is repaired it **MUST** pass a **FULL** technical inspection prior to reentry in the race.
9. Only race officials, parent volunteers and Boy Scout volunteers may enter the track area. All Cub Scouts must sit in the marked viewing area. This rule will be strictly enforced.

## Inspection and Registration

1. Each car must pass a technical inspection before it may compete. The committee shall disqualify cars which do not meet these rules. 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 wheel base, or the like). Cars which fail the initial inspection may be modified for final inspection and registration.
2. No cars may be altered in any way after it has been registered. Damage repair shall be allowed during the Derby only if it does not delay the race, but no modifications shall be allowed.
3. After passing inspection, no car shall be re-inspected unless repaired after damage in handling or in a race.
4. Ungentlemanly or unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.