

POMO DISTRICT 2010 PINWOOD DERBY DISTRICT FINALS RULES & REGULATIONS

Race Date: Saturday May 15th, time TBD
Location: Coddington Mall

The purpose of the rules and regulations is to provide a reasonable and level playing field for all contestants.

SPECIAL NOTES TO ALL CONCERNED

Individual Packs may have their own set of rules for their own Pack races, but all cars entered into the District Finals must conform to following official rules & regulations.

District Pinewood Derby Objectives:

Three things the Pinewood Derby requires each participant to learn:

- 1) The craft skills necessary to build a car
- 2) The rules that must be followed
- 3) Sportsmanship. How we act and behave while participating in the Pinewood Derby or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are SCOUTS first and racers second. The points of the Cub Scout Promise and Oath should be represented by all participants at all times.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.

Adults should remember they are role models for their boys and their reactions will be emulated - both good and bad. Please reinforce this at your pack and den level.

Note: Unsportsmanlike conduct by any participant or spectator will be grounds for elimination from the competition and/or removal from the race area.

GENERAL RULES: (Applies to all Race Events)

G-1. Qualification: First, Second & Third place finishers from Tigers, Wolves, Bears & Webelos within each Pack may enter cars into the District Finals Scout Race. In addition to the Scout races, there will be an Open race category and an Extreme race category. See **G-3** below.

G-2. Essential Materials: All cars entered in the Scout Race and Open Race shall be constructed from the "Official Grand Prix Pinewood Derby Kit" (referred to below as the kit). Additional kits may be purchased from the Scout Service Center in Santa Rosa, CA. (Kits may be purchased elsewhere if they are of the exact type manufactured by the BSA as specified above.) Cars entered in the Extreme Race do NOT have to be made in whole or part from the kit.

G-3. Competitor Categories:

		First	Second	Third
Scouts	Tiger	XX	XX	XX
	Wolf	XX	XX	XX
	Bear	XX	XX	XX
	Webelo	XX	XX	XX
Open		XX	XX	XX
Extreme		XX	XX	XX

There will be three categories of racing – Scouts, Open & Extreme. All Tiger, Wolf, Bear and Webelos Scouts that are registered within the District, and parents, grandparents, siblings, or guardians with registered sons may enter this Pinewood Derby. See page 6 for Open & Extreme Design Standards.

G-4. Registration: A representative from each Pack will register cars from his or hers Pack at the Official District Weigh-in and Inspection. The dates of the registration will be announced and under no circumstances will any car be allowed to enter after the announced dates. There will be a \$4.00 entry fee for these cars

G-5. New Work: Construction of entries for the Scout Race and the Open Race MUST have begun AFTER last year's (2008) Pinewood Derby Races. Entrants for the Extreme Race may have been constructed at any time.

G-6. Single Entry per Person: Only one car may be registered by any person in the Scout Race and the Open Race. Multiple entries are allowed in the Extreme race. The same car may not be entered in more than one race.

G-7. Race and Show: Pack winners may **not** enter the same car in both Race and Show regardless of how they placed in their Packs. A scout in this situation must choose to enter either in Race or Show.

G-8. Car Identification: The bottom of each car must have the following information before inspection and registration begins: Car owners name, Scout Level (Tiger, Wolf, Etc), Den Number, Pack Number. A sticker will be placed on top of each car for identification during the races. The sticker will not be removed until the car is released from impound.

G-9. Inspection: Each car must pass a technical inspection (outlined in T1 through T-10 below) before it may compete. Technical inspection will occur during registration. All vehicles will be inspected and **MUST** conform to weight and dimension restrictions.

G-10. Late Registration and Inspection: No cars will be registered after the announced dates. No exceptions.

G-11. Failure to Pass Inspection: The Inspection Team shall disqualify cars which do not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his car did not pass. Slight modifications may be made if the car is slightly overweight. All cars must weigh no more than 5 ounces on the Official District scale. If a car does not conform, it may **ONLY** be registered in the extreme category.

G-12. Impound: No car may be altered in any way after it has been registered. After a car passes registration, it will be stored by the Pinewood Derby Race Committee until race day.

G-13. Return of Cars to Owners: Race & Show winners present may take their car and trophies home with them. All other cars will be the responsibility of a representative from the individual Packs.

G-14. Car Design Rules Interpretation: Interpretation of the rules described in G-1 through G-11, and T-1 thru T-10 are at the sole discretion of the Inspection Team present during the Registration and Inspection process. A standards template is used to judge size and an electronic scale is used to judge weight. The same standards apply to all racers (except the extreme category).

G-15. Race-Day Rules Interpretation: On Race-Day, the Cub Scout must make all questions of rules interpretations and procedures to the Pinewood Derby Chairman or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the Pinewood Derby Chairman. All decisions of the

Pinewood Derby Chairman are final. Decisions of Race Officials on questions of fact (i.e., the result of a specific race) may not be appealed beyond the Race Officials.

SCOUT RACE CAR DESIGN STANDARDS

T-1. Material: Race cars shall be constructed for this event from the parts contained in the Official Grand Prix Pinewood Derby Kit (referred to below as the kit) as sold by the Scout Service Center, Santa Rosa, CA. Materials from the kit may be supplemented but not replaced.

T-2. Weight: Race cars may weigh no more than five (5.0) ounces (total weight) as determined on the official scales during the technical inspection and registration.

T-3. Wheels and Axles: Only the wheels and axles from a single official BSA Grand Prix Pinewood Derby kit may be used. The wheels shall turn about the axle nails from the kit. The axle nails shall be firmly affixed to the wood of the car body, and **MUST** be placed in the original 'axle groove slots' in the supplied wooden block. It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used.

T-4. Size: Race cars may be no longer than 7 inches, taller than 4-1/2 inches, nor wider than 2-3/4 inches, as determined by the judges during the technical registration and inspection. Underside clearance of at least 3/8 (0.375) inches and inside wheel to wheel clearance of at least 1-3/4 (1.75) inches is recommended, so that the car will run on the race track. Adequate clearance is the responsibility of the race car builder. The distance between the original axle grooves is 4-3/8 inches. This is the only wheel base allowed.

T-5. Weights and Attachments: Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car. Weights shall be passive, i.e. non-moveable, non-electric, non-sticky, etc. No loose materials of any kind are permitted on or inside the car.

T-6. Wheel Treatment: Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor in reducing the wheel width from the original kit wheels. The original "tread marks" on the wheel face must remain intact, i.e. apparent to the inspector. Wheels may not be machined to a beveled condition and the portion of the wheel surface that contacts the track must remain parallel to the axle. "Coning" – *beveling the inside of the wheel hub that contacts the car body*, is allowed as some official kits come with the wheels pre-fabricated to this design. Drilling of the wheel to remove mass is not allowed.

T-7. Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, springs or bearings.

T-8. Gravity Powered: The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.)

T-9. Lubricants: Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels. *Lubricants may not foul the track.* A car may be lubricated before inspection.

T-10. Staging: The entire car must stage behind the starting pin.

CONDUCT OF THE RACES

Competition will consist of heat races within each Scout level. Track officials are responsible for the proper conduct of the races.

C-1. Race Day Lubrication: There will be **NO** lubricating of cars after they are impounded by the race officials.

C-2. Car Handling Responsibility: Only race officials shall handle cars.

C-3. Car Leaves Lane: If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If the car interferes with another car, the race will be re-staged and re-run. If the same car again interferes with another car, that car will be judged last place, and the race will be re-staged and re-run without that car.

C-4. Car Leaves Track: If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.

C-5. Car Repair: If, during the race, a wheel falls off, the Race Officials will attempt to perform repairs. If the repairs can be accomplished within 5 minutes, the heat will be run again. If not, the car will automatically lose the heat.

C-6. Car Repair 2: *Any weights, attachments, decorations etc that fall off during the process of racing or normal car handling shall not be allowed to be reattached.*

C-7. No Finishers: If, during a race heat, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.

C-8. Track Fault: If a car leaves its lane, at their discretion the Race Officials may inspect the track. If a track fault is found which probably caused the initial violation, the Race Officials may order the race heat to be rerun after the track is repaired.

C-9. The Race Area: *Only race officials may enter the track area. This rule will be strictly enforced.*

C-10 Awards and Recognition: The most important values in Pinewood Derby competition are parent/son participation, good sportsmanship and learning how to follow rules. Racers will be recognized as follows:

- A. Trophies will be awarded for the first, second, third place finishers in each Scout race category (Tiger, Wolf, etc.).
- B. Trophies will be awarded for the first, second and third place finishers in each of the categories for Best of Show.

OPEN RACE CAR DESIGN STANDARDS

This race is open to all parents, grandparents, siblings, or guardians with registered scouts in the District. Any scout registered in the District may also enter a car in this race. Rules G1 through G15, T1 through T10, and C1 through C9, and C11, shall apply. Additionally, a \$5.00 registration fee per vehicle will be charged. This race is "For the Glory", bragging rights, and fun – no trophies.

EXTREME RACE CAR DESIGN STANDARDS

This race is open to all parents, grandparents, siblings, or guardians with registered scouts in the District. Any scout registered in the District may also enter a car in this race. The extreme cars must conform to the same width, & clearance requirements (see **T-4**) in order to run on the track. Other than that, rules for this race are few. No flames, water or devices that might damage other cars or the track. Basically, anything goes in this category. A \$7.00 fee will be collected for all Extreme entries.

BEST OF SHOW ENTRIES

Best of show winners from each Pack in all ranks (1st, 2nd, & 3rd) may enter into the District Best of Show competition. There are NO size or weight limits for these vehicles. These vehicles will not race. There will be a \$4.00 entry fee for these cars.

Best of Show cars will compete against cars within the same rank.

Judging of the cars will be determined at the Derby.