

## **Official Rules: Tiger, Wolf, Bear, Webelos and Design Divisions.**

Please review the rules carefully – *they have changed since 2009.*

- Cub Scouts are encouraged to **DO THEIR BEST** and **HAVE FUN**.
- Cub Scouts must be present for their car to compete.
- All cars must meet the following inspection points:
  1. Cars should be built from the materials in the official Grand Prix Pinewood Derby kit sold by the Boy Scouts of America.
    - Only axles and wheels provided in the BSA kit will be permitted. If you use another manufacturer's kit from Johnny's Toy Store, Hobby Lobby, etc. for the body of your car, you will need to purchase official BSA wheels and axles to use on the car. The wheels and axles can be purchased at the Dan Beard Scout Shop, Tri-County Scout Shop or [www.scoutstuff.org](http://www.scoutstuff.org).



To determine that the wheels meet the requirement stated above – the derby officials will need to be able to read “BSA” and “Pinewood Derby” on the side of each wheel.

2. The maximum width of the car, including wheels and axles, shall not exceed 2.75 inches.
3. The minimum width of the car between the wheels shall be 1.75 inches. There is a guide strip on the track that is 1.75 inches wide.
4. The minimum underside car body to track clearance must be 3/8”.
5. The maximum height of the car shall not exceed 5.50 inches. This height limit is in place so that the cars will fit under the finish line gates used with the electronic timers.
6. The total length of the car shall not exceed 7.00 inches (the entire car must fit into a gauge box).
7. The car must fit in the official gauge box, which is built for the dimensions listed above.
8. The weight of the car shall not exceed 5.00 ounces. Please note that some scales are more accurate than others. To be fair to all participants, the scales used by the district at the race location will be deemed official scales and will be used to determine the weight of each car.
9. Dry powder lubricant is allowed on the axles. The powder Must be applied before entering the building. No lubricants will be allowed inside the building.
10. Liquid lubricant is Not allowed. This type of lubricant can damage the track surface.
11. Wheel bearings, washers and bushings are not allowed.
12. The car shall not ride on springs.
13. The car must be freewheeling, with no starting devices.
14. The car shall have No movable parts/objects/liquid on or contained within the car other than the wheels.
15. **The front of the car cannot be grooved or slotted in any manner that extends any part of the car past the starting pin**

## **Official Rules: Outlaw Division**

**Special note about the Outlaw Division – Only registered leaders and registered scouts that do not qualify in the other scout divisions may enter a car in the outlaw division.**

1. Cars should be built from the materials in the official Grand Prix Pinewood Derby kit sold by the Boy Scouts of America.
  - Only axles and wheels provided in the BSA kit will be permitted. If you use another manufacturer's kit from Johnny's Toy Store, Hobby Lobby, etc. for the body of your car, you will need to purchase official BSA wheels and axles to use on the car. The wheels and axles can be purchased at the Dan Beard Scout Shop, Tri-County Scout Shop or [www.scoutstuff.org](http://www.scoutstuff.org). To determine that the wheels meet the requirement stated above – the derby officials will need to be able to read "BSA" and "Pinewood Derby" on the side of each wheel
2. The maximum width of the car, including wheels and axles, shall not exceed 2.75 inches.
3. The minimum width of the car between the wheels shall be 1.75 inches. There is a guide strip on the track that is 1.75 inches wide.
4. The minimum body to track clearance of the car must be 3/8".
5. The maximum height of the car shall not exceed 5.50 inches. This height limit is in place so that the cars will fit under the finish line gates used with the electronic timers.
6. The total length of the car shall not exceed 8.00 inches.
7. The weight of the car shall not exceed 5.00 ounces. Please note that some scales are more accurate than others. To be fair to all participants, the scales used by the district at the race location will be deemed official scales and will be used to determine the weight of each car.
8. Dry powder lubricant is allowed on the axles. The powder Must be applied before entering the building. No lubricants will be allowed inside the building.
9. Liquid lubricant is Not allowed. This type of lubricant can damage the track surface.
10. Wheel bearings, washers and bushings are not allowed.
11. The car shall not ride on springs.
12. The car must be freewheeling, with no starting devices.
13. The car shall have No movable parts/objects/liquid on or contained within the car other than the wheels.
14. The front of the car cannot be grooved or slotted in any manner that extends any part of the car past the starting pin.

### **If a car does not pass inspection:**

- The Scout and his parent can make alterations to the car until check-in closes at **10:30 am**.
- If alterations can't be made before check-in closes at **10:30 am**, the car will not be allowed to race.

### **After the car has passed inspection:**

- No changes or repairs will be allowed without the approval of a Derby official.
- If during the event a liquid lubricant is detected on any division car then that car will be immediately disqualified.

## **Official Rules: Volunteer Division – New Division for our volunteers**

**Special note about the Volunteer Division – Only scouts, leaders and parents that volunteer and help at the district derby and do not participate in any of the other scout/outlaw divisions may enter a car in the volunteer division.**

1. Cars should be built from the materials in the official Grand Prix Pinewood Derby kit sold by the Boy Scouts of America.
  - Only axles and wheels provided in the BSA kit will be permitted. If you use another manufacturer's kit from Johnny's Toy Store, Hobby Lobby, etc. for the body of your car, you will need to purchase official BSA wheels and axles to use on the car. The wheels and axles can be purchased at the Dan Beard Scout Shop, Tri-County Scout Shop or [www.scoutstuff.org](http://www.scoutstuff.org). To determine that the wheels meet the requirement stated above – the derby officials will need to be able to read "BSA" and "Pinewood Derby" on the side of each wheel
2. The maximum width of the car, including wheels and axles, shall not exceed 2.75 inches.
3. The minimum width of the car between the wheels shall be 1.75 inches. There is a guide strip on the track that is 1.75 inches wide.
4. The minimum body to track clearance of the car must be 3/8".
5. The maximum height of the car shall not exceed 5.50 inches. This height limit is in place so that the cars will fit under the finish line gates used with the electronic timers.
6. The total length of the car shall not exceed 8.00 inches.
7. The weight of the car shall not exceed 5.00 ounces. Please note that some scales are more accurate than others. To be fair to all participants, the scales used by the district at the race location will be deemed official scales and will be used to determine the weight of each car.
8. Dry powder lubricant is allowed on the axles. The powder Must be applied before entering the building. No lubricants will be allowed inside the building.
9. Liquid lubricant is Not allowed. This type of lubricant can damage the track surface.
10. Wheel bearings, washers and bushings are not allowed.
11. The car shall not ride on springs.
12. The car must be freewheeling, with no starting devices.
13. The car shall have No movable parts/objects/liquid on or contained within the car other than the wheels.
14. The front of the car cannot be grooved or slotted in any manner that extends any part of the car past the starting pin.

### **If a car does not pass inspection:**

- The Volunteer can make alterations to the car until check-in closes at 10:30 am.
- If alterations can't be made before check-in closes at 10:30 am, the car will not be allowed to race.

### **After the car has passed inspection:**

- No changes or repairs will be allowed without the approval of a Derby official.
- If during the event a liquid lubricant is detected on any division car then that car will be immediately disqualified.

## General Information

Pack races:	Must be completed by <a href="#">To Be Determined</a>
Registration Deadline:	Midnight on Sunday, <a href="#">To Be Determined</a>
Race Day:	Saturday, March 27, 2010
Location:	<a href="#">To Be Determined</a>
Check-in:	9:30 am to 10:30 am
Racing begins at:	11:00 am

## Purpose

The main purpose of the Pinewood Derby is for Cub Scouts and their parents to spend time together working on a *FUN* project. While we understand that a Cub Scout will need assistance to complete this project, it is not meant to be a contest to see which parent can build the best car.

Another purpose of the Pinewood Derby is to help teach boys about sportsmanship. There are specific rules that need to be followed. Teaching the boys how to compete, while still following the rules is an important lesson. Showing respect for others, whether they win or lose, is also a lesson for the boys to learn.

- Un-sportsmanlike conduct will not be tolerated. The derby officials have the authority to disqualify any Cub Scout from competing or ask any adult to leave the building if they behave in an un-sportsmanlike manner.

Finally, help your son remember the Cub Scout Motto – “**Do Your Best**”. The following statement comes from one of our derby officials last year:

While helping at one of the tables after the derby at Newport Central Catholic High School in 2007, a scout said to me, “Forty-fifth! I did terrible.” I explained to the scout that he did great. The difference between his car and the first car was only .8 of a second and that was the total difference to be divided by four races. I asked him if he could count to .2 of a second. It is quite possible on a different day, with a different order of cars; his finishing place could have been different. These cars race 30 feet and all of them finish within an inch or two of each other every time.

Remind your Cub Scout that getting to the District Pinewood Derby is a great accomplishment. Only about 300 Cub Scouts out of 2,500 qualify for the District Pinewood Derby (that’s only 12%).

If he did his best – he is living up to the Cub Scout motto.

## Qualifying

There are four racing divisions:

- Tiger** Division – for Cub Scouts in 1<sup>st</sup> grade
- Wolf** Division – for Cub Scouts in 2<sup>nd</sup> grade
- Bear** Division – for Cub Scouts in 3<sup>rd</sup> grade
- Webelos** Division – for Cub Scouts in 4<sup>th</sup> & 5<sup>th</sup> grade \*

And one **Design** Division – for any Cub Scout in grades 1-5 \*\*

Your pack can register **two** cars in each of the racing divisions (2 Tigers, 2 Wolves, 2 Bears and 2 Webelos) and **one** car for the Design division to participate in the District Pinewood Derby.

\* **Special Note about the Webelos Division** – By March, all boys in the 5<sup>th</sup> grade should have already transferred to Boy Scouts. However, if a boy was a Webelos at any time during 2008, he will be able to participate (even though he may be a Boy Scout at the time of the race).

\*\* **Special note about the Design Division** – Cars entered in this division will not be able to compete in **any** racing division. The reason they can't race is because the cars will need to be on display so the Cub Scouts can vote on them.

**Special note about the Outlaw Division** – Cars entered in this division will not be able to compete in a Tiger, Wolf, Bear, Webelos or Design racing division. Likewise, a car entered in a scout race cannot register in the outlaw division. **The Outlaw Division race will be started on the first track available from the Scout Divisions races.**

**Special note about the Volunteer Division** – This division race will be run after all other division races and awards are completed.

## Rules interpretation and clarification

Contact Jack Hunt at 859-620-3174 (9 am to 7 pm) or email [jmhunt826@yahoo.com](mailto:jmhunt826@yahoo.com)

## Registration

- One person from your pack will need to register your Cub Scouts using the Dan Beard Council online registration system. This is the only way we have to verify that the Cub Scouts actually qualified from your Pack. Cub Scouts or their parents may not register on their own.
- Only Cub Scouts registered online will be allowed to participate. Walk-in registrations will not be accepted.
- If a Cub Scout is unable to attend, the pack may appoint a substitute no later than midnight on March 9, 2008. The substitute will race his own car.
- Each pack can register a maximum of nine Cub Scouts (2 Tigers, 2 Wolves, 2 Bears, 2 Webelos and 1 design car).

- Payment of \$5.00 per Scout will be due at the time of registration. Payment can be made using a credit card or electronic fund transmittal (using a check).
- Registration will close at midnight on Sunday, March 9, 2008.
- There will be no refunds after March 9, 2008.

### **How to register online:**

- ✓ Go to [www.danbeard.org](http://www.danbeard.org).
- ✓ Click on “Calendar”
- ✓ Change the calendar view from “Dan Beard Council” to “Trailblazer District”.
- ✓ Go to March 15, 2008 and click on “District Pinewood Derby”.
- ✓ Complete the registration steps.
- ✓ The person completing the registration will receive a confirmation by email.

### **Information about Race Day**

- Cub Scouts will need to check in their cars between 9:30 am and 10:30 am. We encourage you to arrive as close to 9:30 am as possible. This will allow you time to make changes to your car if it doesn't pass inspection the first time.
- There will be separate check-in stations for each division (Tiger, Wolf, Bear, Webelos, Design and Outlaw).
- Cub Scouts will receive a District Pinewood Derby patch at check-in for participating and one ballot for the design division. One vote per scout.
- The races will be conducted on tracks that use electronic timers. Each car will be raced 4 times (one time on each lane of the track) to determine their average time.
- The computer programs are designed to race the cars at random. Therefore, the derby officials will not be able to tell you in advance when your car will be racing.
- Any disputes will be handled by the rules interpretation judge who has the final decision.
- Food and beverages will be offered for sale by the high school during the event.

### **Trophies will be Awarded**

- To the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place finishers in each of the racing divisions.
- To the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place finishers in the Design Division (based upon votes received from registered derby participants).

### **District Grand Champion**

- The 1<sup>st</sup> place finishers in each **Scout** racing division will participate in a race off to determine the District Grand Champion. **This excludes design, outlaw and volunteer division cars.**
- The Grand Champion will receive possession of a traveling trophy for one year and will have his name engraved on the trophy.
- The Grand Champion's car will be depicted on next years District Pinewood Derby patch (along with the Design Division winner's car).

### **Volunteers Needed**

It takes many adult volunteers from different Cub Scout packs to run the District Pinewood Derby. Below are some areas where we need your help:

- We need 4 tracks with electronic timing systems and the people to run them.
- Adults are needed on Friday evening to set up the race area and the tracks.
- Adults are needed on Saturday to serve as derby officials. The derby officials will help check in the cars and conduct the races.

If you are interested in helping with the District Pinewood Derby or have registration questions please email the chairman:

**Kevin Matthews** at [kevmatt1@fuse.net](mailto:kevmatt1@fuse.net)