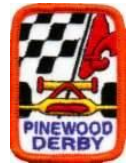




Twin Arrows District PINWOOD DERBY & RULES



Race is: February 13, 2010
At Asbury United Methodist Church

1. Registration:

- a. Pre-registration is from now until February 6, 2010. Fill out the registration form and turn it into the scout shop.
- b. Cost is \$3.00 if you pre-register before February 6, 2010 and \$ 4.00 at the door the day of the event.
- c. There will be 2 classifications to this event: Cub Scout race and Outlaw race.**
- d. Scout race is for registered Cub Scouts (Tiger – 2nd year Webelos).
- e. Outlaw race is for Boy Scouts, adults or siblings of a registered Scout.

2. Guidelines for Building ALL Cars:

- a. **Parents please remember the Cub Scout should make this car.** Some help will be required, but this is a project that your boy should complete as much as possible. Use this as an opportunity to spend quality time with your son.
- b. **The Outlaw class** is available to all Boy Scouts, adults, or siblings of a registered Scout to make and enter cars. Guidelines for building an outlaw class car are the same as for the Cub Scouts.

c. Length, Width, and Clearance

- i. Maximum width not to exceed 2 ¾ inches (including wheels and axles).
- ii. Minimum width between wheels shall be 1 ¾ inches so car will clear the center guide.
- iii. Minimum clearance between bottom of car and track is 3/8 inches so the car will clear the center guide strip.
- iv. Total length not to exceed 7 inches.
- v. **The wheel base (distance between front and rear axles) may not be changed for Cub Scout race.** It will be allowed for Outlaw race.

d. Weight

- i. Weight shall not exceed 5 ounces (141.7 grams). The readings of the official Race Scale at check-in will be considered final. The car may be hollowed out or built up to the maximum weight as needed, provided any additions are securely built into the body or firmly attached to it. No loose materials are permitted.

ii. MERCURY SHALL NOT BE USED FOR ADDING WEIGHT.

e. Wheels, Axles, and Lubrication

- i. Only the official Scout Grand Prix wheels and axles furnished with the kit can be used. Pinecar kit wheels are acceptable for the Outlaw class. Wheel diameter or thickness may not be cut down or shaved. Sanding, rounding and polishing of wheels are allowed as long as the BSA letters are still legible on the side. Wheel bearings, washers, or bushing are prohibited.
- ii. The car shall not ride on any type of springs.
- iii. The car must be free-wheeling, with no starting device or other propulsion.
- iv. Only graphite may be used for lubrication. Regular oils and silicone sprays may not be used.

f. Detailing

- i. Details such as steering wheel, driver, spoiler, decals, painting, and interior designs are permitted as long as the overall size of the car stays within the dimensions/weight stated above.
- ii. Paint should be dry before turning your car in.

3. Inspection and check in:

- a. All cars must be registered and turned in for inspection prior to the competition. Registration will begin Saturday February 13, 2010 at 8:00 am. Last time to register and check in is 9:30 am.
- b. Your car will be assigned a number when you check-in.
- c. When you check-in your car it will be inspected to ensure it meets all criteria for length, width, clearance, weight, wheels and other restrictions.
- d. If your derby car does not meet the regulations outlined in this packet when you check-in, you have the opportunity to make appropriate modifications as long as the car is turned in by the deadline. So, check in early!
- e. Cars entered for the Pinewood Derby, must be built from the Pinewood Derby kit distributed to you by your pack or purchased from the Scout Shop. Cars built from previous years or purchased kits are not permitted. Outlaw class cars can be built from the Pinewood Derby kit or from a Pinecar kit.
- f. Wheels must be from the Pinewood Derby kit distributed to you and the BSA letters must be legible on the side. No other wheels are permitted. For the Outlaw class, Pinecar wheels are acceptable.

4. General Rules:

- a. Non-sportsmanship or other inappropriate scout conduct by any participant or member of the audience will not be tolerated and could lead to the elimination of that scout's car.
- b. NEVER pick-up another scout's car!!!! Adult or Boy Scout volunteers will be the only ones allowed to touch the cars after registration. These volunteers will be the "Race Pit Crew".

5. Race Rules:

- a. As each heat is announced, the 'Race Pit Crew' will place the cars on the track to start the race. The scouts should sit at the finish line to watch their cars race. **PLEASE DO NOT TOUCH THE CARS OR THE TRACK DURING THE RACE!!!**
- b. A designated member of the Race Pit Crew will handle the cars between races in a heat.
- c. If a car jumps off the track or interferes with another car, the heat will be run again. If the problem continues, the judges will allow time for the problem to be corrected. If the problem cannot be corrected, the car will be eliminated.
- d. A Race Committee will be designated to handle disputes that may arise.
- e. The Race Committee should be consulted **BEFORE** performing maintenance on your car, and should primarily be limited to wheels, axles, alignment, or re-applying weights/etc that have fallen off. The car **SHOULD NOT** be modified beyond its original check-in condition. Work must be completed promptly. Extensive delays may require the Race Committee to disqualify the car for its next race.

6. The Tournament:

- a. This will be a double or triple elimination tournament with all cars participating in multiple heats. Each heat consists of three races, where the cars race in each of the three lanes during the heat to eliminate lane-bias.
- b. As much as possible, we will attempt to schedule the races so that cars are racing against different cars each heat. Though, as the field narrows, it may be difficult to avoid racing cars against each other twice.

7. Awards:

- a. Trophies will be awarded for 1st, 2nd, and 3rd places for both Scout race and Outlaw race.
- b. Special recognition will be given to cars for the categories of: Best Scouting theme, Most original design, Scout's favorite, and Least modified.