BOY SCOUTS OF AMERICA

New Lenox Cub Scout Pack 94 Derby Rules

CHECK-IN

All race cars will check-in on ***January 19th at 4:00*** pm at the VFW. Cars will be impounded at check-in after they pass inspection, and no further adjustments will be permitted.

INSPECTIONS

Each Car must pass a technical inspection by the official inspection team before it may compete. The inspection team has the right to REJECT those cars that do not meet the rules. Car owners will be given an opportunity to correct or modify the car to meet the rules before the close of check-in. If a problem cannot be fixed by the close of check-in, the car will only be allowed to race in the "Outlaw class" as long as safety considerations are met with race official's approval.

After technical inspection, cars will be impounded and no further contact between the racer and their car will be permitted.

We hope this year's Pinewood Derby will be fun and exciting for everyone, adult and youth alike. We hope that it will not be necessary but disobeying the rules could result in the disqualification of the Scout's car.

SCOUT CONDUCT

We are confident that all Scouts will conduct themselves in a manner that is expected of a Scout. We also believe that "Good Sportsmanship" will be the standard. However, to be sure that the Derby is conducted in a smooth, efficient, and fair manner, the following rules will be enforced:

Other than Event Staff;

1. No Scout or parent is permitted to enter the race staging area.
2. No Scout or parent is permitted to touch a car (his or another) after it is has been checked in.
3. No Scout or parent is permitted to be within the area taped off for the race track.
4. No Scout or parent is permitted to touch or tamper with the track.
5. No Scout or parent will argue with a Judge or Starter, nor question their decision.
6. Any grievances can be formally mailed to the council office.

CAR RULES

1. Only cars built from an "Official BSA Kit" will be accepted – no precut purchased cars are allowed.



2. Cars must be original in their entirety and not from past years.
3. Length, width, and clearances: The car must fit in the "Go, No Go Box."
    a. MAX overall width (including wheels and axles) shall not exceed 2 ¾ inches.
    b. MIN width between the wheels shall be 1 ¾ inches so that the car will clear the center guide strip.
    c. MIN clearance between the bottom of car and the track shall be 3/8 inches, so that the car will clear the center guide strip
    d. MAX overall length shall not exceed 7 inches
    e. MAX overall height shall not exceed 3 ½ inches
    f. The wheelbase (distance between front and rear axles) may be changed; however, the overall length of the car (including wheel protrusion) may not exceed 7 inches
4. Weight and Appearance
    a. Weight shall not exceed 5.0 ounces. The reading (5 seconds) on the official race scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal. Any additions must be firmly affixed or built into the car. No loose materials of any kind are permitted in or on the car. MERCURY, BB'S, OR ANY OTHER MATERIAL USED TO HELP PROPEL THE
    CAR CANNOT BE USED
    b. Details such as lights, steering wheels, drivers, spoilers, painting, and decals are permitted, as long as these add-ons do not make the car in violation of any clearance specifications and are securely attached. c. Cars with wet paint will not be permitted to race.
    d. Tape may only be used for detailing or decoration. Parts or weights may not be attached solely by tape. Hot glue works well. Super glue is too thin and may bond something you did not want glued – such as wheels to axles.
    e. SEVERE undercutting (< 45 degrees), notching, and "V" shaped front ends (designed to give the car an advantage at the starting pin) are strictly prohibited
5. Wheels and Axles:
    a. Only official "Scout Grand Prix Derby Kit" wheels and axles can be used.
    b. SOLID OR GROOVED AXLES ARE STRICTLY FORBIDDEN.
    c. Wheels and axles may be modified by light sanding and polishing only. The original thickness of the wheels must be maintained. The minimum caliper measurement of wheels is 1.180. Some of the original tread of the wheels must be visible. NO LATHING or CUTTING ALLOWED.
    d. Wheel bearings, washers, or bushings are prohibited.
    e. The car shall not ride on any type of springs.
    f. The car must be freewheeling with no starting device or other means of propulsion.

6. Lubrication



a. Only dry powdered lubricants such as graphite may be used. Regular oils and silicone sprays may soften the plastic wheels, dissolve paint, and alter the track surface affecting car performance.
b. Cars may be lubricated before inspection. AFTER INSPECTION, NO FURTHER LUBRICATION WILL BE PERMITTED.
c. Lubrication MUST be done in the designated area to prevent graphite stains and messes on the facility floors. ***(No graphite lubrication can be done inside the VFW)***

PLEASE NOTE: The Decision of the Judges Will Be Final.

ATTENTION: Den leaders, parents, and siblings are encouraged to build and race a Pinewood Derby Car in the Open and Outlaw class races. Pinewood Derby kits are available from den leaders. Open class cars are subject to the same rules stated above.

PARENT CONDUCT DURING THE DERBY

1. In order for a Scout to enter a car into the Derby, an adult must accompany him on Derby Day. SCOUTS WLL NOT BE ALLOWED TO PARTICIPATE WITHOUT AN ADULT or prior written permission.
2. All spectators and scouts shall remain outside of preset boundaries during the race. The scouts will be called down by rank for their race.
3. A scout, accompanied by an adult, can pick his car up from the staging area after their rank is finished competing.
4. Remember, the trophy winning cars from each rank in the top ***3*** MUST remain in the staging area for the Grand Champion race to be held after all rank races are completed.

GENERAL CAR INFORMATION

The biggest problem when building a Pinewood Derby Car is to get the cars' weight up to the maximum limit of 5.00 ounces. If you do not add any weight to the car, it will be under the limit (2.0 – 3.5 ounces). If you do add weight, you can contact your nearby Post Office and see if there is a self-serve scale in the lobby so that you can check the car. Only the official scale(s) at check-in to bring the car to 5.00 ounces.

RACE RULES

1. The race is open to all Lion, Tiger, Wolf, Bear, Webelos, and AOL scouts registered ***Pack 94*** and their siblings. The top 3 from each rank will then compete in the Grand Championship race at the end of the Scout races. We will then continue into the "***Sibling*** Class" heat as well as the "Outlaw Class."
   a. The ***Sibling*** class is open to any siblings and is subject to the Pinewood Derby rules defined.
   b. The Outlaw class is open to any Scouts, parents/guardians, siblings, family, friends, and leaders and only restricted and bound by the laws of physics and safety considerations determined by race officials the day of the race.

2. Each car will take a predetermined number of runs down the track. Each run will be timed and recorded by an electronic timing device. The lowest average time of all heats will determine the winning positions. If a car fails to make it past the timer, a default time will be assessed for that run.



With this system, you are racing against the clock and not each other. It also gives each car more runs down the track.

3. If a car jumps off the track, all cars will make another run. If the offending car jumps off a second time, the car's owner will be given an opportunity to address the problem. If it jumps off a third time, a default time of 10 seconds will be assessed for that run.
4. IF a car leaves its lane and interferes with another car, all cars in that heat will make another run. If the offending car leaves its lane and interferes with another car a second time, it will be assessed a default time of 10 seconds. The cars that were obstructed will get to complete a run for an official time.
5. If a car suffers a mechanical problem, 10 minutes will be allowed to make necessary repairs. No adjustment of weight or lubrication may be performed at this time. The race officials will decide if a car will be allowed to continue if repairs cannot be made in a timely manner.
6. In the unlikely event that the timer fails, each heat will be recorded, and the format will be switched to a "heads up" competition. Different rules for that format will be imposed and decided at that time.

BOY SCOUTS OF AMERICA®
RACING