



Pack 934 Pinewood Derby Rules

The Pinewood Derby is designed to be a learning experience for each Cub Scout. It enables him to design, construct and detail his car through adult supervision. The race itself is an opportunity to enrich competition, sportsmanship, learning and sharing.

The Pack 934 Pinewood Derby will follow these rules:

Qualifications:

1. Each participant must be a registered Cub Scout to enter his den's race.
2. Cars entered in a previous derby cannot be entered in this year's race.

Materials:

3. The car must be built using the materials in the official Cub Scout pinewood derby race kit. This includes a block of wood, axles (nails) and wheels. Each Cub Scout is provided one kit (usually in December) furnished by the Pack.
4. All cars must pass a pre-race inspection:

Car Dimensions:

- a. The overall width of the car shall not be more than 2 $\frac{3}{4}$ inches. The height of the car should be no taller than 3 $\frac{1}{4}$ inches (requirement for the District races) in order to fit under the timing mechanism. The car must have sufficient clearance underneath to freely roll.
- b. The length of the car shall not be more than 7 inches.
- c. The weight of the car shall be no more than 5.0 ounces (141.7 grams). The car may be hollowed out and built up to the maximum weight by the addition of wood or metal as long as it is securely built into the car.

Axles:

- d. The axles must be inserted into the *original* slots provided on the car body. The axles may be glued into the slots.
- e. The axles may be sanded, polished, bent or mounted canted so long as a visual inspect determines that they are in the original axle slots.

Wheels:

- f. BSA issued colored wheels are allowed. These can be purchased at the scout shop. At the time of inspection, you must furnish the container which shows the wheels are indeed BSA sanctioned wheels. (these wheels are produced on the same molds as the black wheels provided in your kits) No other aftermarket wheel is allowed.
- g. No alteration of the wheel tread is allowed

- h. The interior of the wheel should not be altered, the lettering inside the wheel should be visible upon inspection

Other:

- i. The car shall not ride on any type of spring.
- j. The car must be "free-wheeling" with no starting devices.
- k. All weights should be securely affixed to the car.
- l. All paint, glue or epoxy must be dry prior to the start of races
- m. Only powdered graphite is allowed. No other lubricant should be used.

Weigh-In & Race Day

5. The car will be impounded at the weigh-in and cannot be altered in any way except if there is a need for damage repair.
6. After the car is impounded, only race judges and starters may handle it.
7. The car must be able to sit against the starting pin of the track with no part of the car forward the starting pin. Cars unable to sit against the pin in forward position will be run backwards. If the car is unable to sit against the starting pin in either direction, it will be disqualified.
8. If a car jumps the track there will be no heat. If a car jumps the track three (3) times it will be disqualified. A heat in which a car fishtails and goes through the finish line in its own lane without interfering with the other car will be considered a valid heat.
9. At the race judge's discretion, and under his supervision, a repair time of three (3) minutes will be allowed for repairs on cars damaged while competing.
10. The top three (3) finishers in each den will remain impounded for the Pack championship race. All other cars can be collected after your Den's races.
11. Boys must either be present or have a designated racer present to have their cars run in their den's or Pack championship races
12. Overzealous parents may cause the disqualification of their son's car! Please remember this is the boys' race for the boys to enjoy.
13. All decisions of the judges are final (should you have any concerns, please raise them as soon as possible to the race logistics station)

Methodology

- We will make every attempt to have each car race against every other car in the grouping and in every lane.
- Cars will be scored by cumulative time. The lowest total time will be first and so on.
- The previous scores will not carry over to the Pack Championship.

Sportsmanship

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 should not brag or gloat. If you lose, you should 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.