

**Pack 40 JAN 2010 Pinewood Derby Rules & Building Specifications
(as of 1 / 4 / 2010, this document includes race times & pre-race events)**

Adults/parents are reminded that this is a Cub Scout event and that the main objectives of the Derby are:

- Have fun! Boys and adults work TOGETHER
- Scouts learn about sportsmanship and competition
- Scouts learn model building skills

Rules:

1. Cars must be built for the current year race. Cars used in previous races will be disqualified. Each Scout is allowed to race only 1 car in the official Derby.
2. Cars MUST be built using the official BSA Pinewood Derby Kit supplied by the pack. Additional kits may be purchased at the BSA scout shop, or from the Pack (if available. 2010 Kit price from the pack is free for the first car per scout family, \$3 for additional cars for siblings, etc)
3. Cars will be inspected during registration for compliance to the specifications set forth below. At inspection car owners will be informed of the violations and given an opportunity to modify the car to meet the guidelines.
4. Friday night check-in: Cars must meet all of the specifications at registration and will be impounded at this time. Once a car is officially checked-in and inspected, it may NOT be touched or handled except by race officials. Violators will be disqualified from the race.
5. Following check-in: After cars have been checked-in, repairs will be limited to replacement by designated race officials or at the discretion of the Cubmaster or other designated personnel, or if allowed by the Cubmaster, the car owner or other person assigned may repair the car of axles/wheels that are broken/lost during the race. NO graphite will be allowed after cars have been registered.
6. Prior to check-in: Scouts full name and den number should be written on the bottom of their cars. Numbers will be assigned at registration and placed on the bottom of ALL cars.
7. Specifications:
 - 7a. BODY: The body must be the official BSA Pinewood Derby Kit (see exceptions for Friday night exhibition races). Bodies of other materials or from non-BSA commercial kits will be disqualified.

7b. FRONT/BACK: There is no designated front or back to the supplied body, either end may be the front.

7c. BODY CONSTRUCTION: The body may be shaped, hollowed out, or built up from the original block, as long as it meets all other specifications.

7d: Any additions to the original body, i.e. steering wheels, drivers, decals, paint, weights, etc., MUST be firmly attached. The original wood-block, axel-nails, and original BSA black wheels or aftermarket OFFICIAL BSA colored wheels are required.

7e: LENGTH: Overall length may not exceed 7 inches. An official BSA gauge or other measuring device will be used to ensure width within these guidelines

7f: WIDTH: The car width at the wheels may NOT be modified. It must be the same as the original kit. Width must not exceed $2\frac{3}{4}$. An official BSA gauge or other measuring device will be used to ensure width within these guidelines

7g: HEIGHT: No more than 7 inches

7h: WHEELBASE: Wheelbase (the pre-cut grooves for the axel-nails) may NOT be modified nor may they be relocated. The axles must be placed in the slots provided on the cars as shipped from the factory. An official BSA gauge or other measuring device will be used to ensure width within these guidelines.

7i: WHEELS: Wheels and axle-nails used in the construction of your car must be furnished from the official kit OR colored wheels manufactured for the Boy Scouts of America (Official BSA wheels of the kit or of all colors purchased separately from the Boy Scouts of America have the words Boy Scouts of America embossed in the plastic of the wheel. Cars using third party non-BSA wheels will be disqualified). Non-black BSA wheels can be purchased separately from the Scout Store. NO washers, bushings, bearings or springs are allowed – only the plastic wheel and the axel-nail is allowed to attach the wheel. No solid axels are allowed, only the axel-nails. Wheels may be sanded to remove the flashing only. NO reductions in width or diameter, or changes in shape are allowed. The sanding of the wheel “tread-area” is the ONLY wheel modification allowed. Wheels can be painted, but they must be official BSA wheels – do not remove the raised letters of the wheel which indicates they are official BSA wheels or the car will be disqualified.

7j: WEIGHT: The weight of the race-ready car must NOT exceed five (5) ounces as measured on the official scale(s) supplied by Pack 40. Note: other home scales may vary a bit from Pack 40's official scale. Pack 40 will supply scientific reference / calibration weights to check the accuracy of the Pack 40 scale(s) if there is a question. Scales are calibrated as needed. Car owners may

adjust their weights during the check in event as needed before turning over the car to the race officials.

7k: PROPULSION: Cars must be free-wheel with no stored energy, movable weights or other propulsion devices. No modification to the front of the car to give an unfair advantage on the start will be allowed as determined at the discretion of race officials or the Cubmaster. (see exceptions for Friday night exhibition races)

7L: LUBRICATION: GRAPHITE ONLY - dry powdered lubricants, such as graphite may be used. Oils or silicone sprays may damage track and are prohibited and will cause disqualification. NO graphite will be allowed after the car has been checked-in.

8: TRACK LIMITATIONS: With our track cars DO NOT have to be squared off or painted black on the bottom. Cars that otherwise meet the specifications listed within this section, but are found to interfere with or damage other cars, the track or any associated track equipment will be modified by race officials (with consultation with the car owner) to try and resolve the issue or the car will be disqualified. (Pack 40 strongly suggest that if you have any concerns, that you bring your car to one of the optional test run nights during the week prior to the turn-in night.)

9: CONFLICTS-DISPUTES: Scouts must approach the Cub master or the designated official at the time of the concern to explain their problem or concern and to seek a resolution. Note this indicates the Scout must approach; Parents are required to work with their scout in presenting the concern, and will not be allowed to voice concerns outside of the presence of their Scout. Parents should work with their scout to resolve the issue with the assistance of the race officials. At the discretion of the Cubmaster, the race may be put on hold if required to allow time to resolve the concern. Issues regarding equity of the competition or the vehicles must be brought to the attention of the officials immediately. Improper conduct by parents could disqualify their scout from this friendly competition.

SCHEDULE (see final page and web site for SPECIFIC times):

Friday - Car turn-in night (see final page and web site for SPECIFIC times)

Friday - Sibling Races (see final page and web site for SPECIFIC times)

Friday - Open Class Races (see final page and web site for SPECIFIC times)

Friday - Old Timer Races (see final page and web site for SPECIFIC times)

Friday - Den Races (see final page and web site for SPECIFIC times)

Race Day – Tiger Cub Races (see final page and web site for SPECIFIC times)

Race Day – Wolf Races (see final page and web site for SPECIFIC times)

Race Day – Bear Races (see final page and web site for SPECIFIC times)

Race Day – Webelos Races (see final page and web site for SPECIFIC times)

Race Day – Championship Races (see final page and web site for SPECIFIC times)

Get Ready, Get Set, GO!!!

Pack 40 s Pinewood Derby is set for January. Your Den Leaders have received the kits for each Scout in your Den, plus a car for the Den Car. Extra kits for siblings and other Friday night races can be obtained from the Pack for \$3 each while supplies last. Rules for the Derby are located on www.rochesterscouts.org.

OPTIONAL Workshop

Saturday, January 9th, 2010 8:00 a.m to NOON - Frank Jones Shop

This is a chance for you to have some access to tools and help if you need it. See Pack 40 website for map to Shop.

OPTIONAL Trial Run

Monday, January 11th, 2010 6:30 p.m. to 7:30 p.m.

Rochester United Methodist Church

It is necessary to set up the track to test it prior to the actual Derby. While the track is being tested during this time, you can bring your car out to test it. Scales will be available. Come anytime during this hour.

MANDATORY Derby Car Check-in AND

OPTIONAL Special Races

Friday, January 15th, 2010, 6:00 p.m. to 8:00 p.m.

Rochester United Methodist Church

ALL Scout cars for Saturday s races must be turned in during this time. NO cars will be accepted after 8:00 p.m. This is necessary to prepare for Saturday. If you can not come Friday night, someone else can turn in your car for you, so make sure you make arrangements if needed. Scales and some tools/assistance will be available for last minute changes. Once you officially turn in your car to the judges, no changes can be made. Please, refer to rules on the Pack 40 website for requirements.

Friday Night Special Exhibition races will begin at 7:00 p.m.

ALL special race cars must be turned in by 6:45 p.m. to allow races to start at 7:00 p.m. These are just for fun!

Sibling Race, Friday Night: Siblings of Pack 40 Scouts can race. Follow rules of Pinewood Derby.

Girl Scout Race, Friday Night: Rochester Brownies and Girl Scouts can enter a car. Follow rules of Pinewood Derby.

Den Races, Friday Night: Each Den in Pack 40 races a car. Follow rules of Pinewood Derby. Pizza Party for winning Den!

Classics Race, Friday Night: Adults who still have their old Derby cars from when they were Scouts, don't fix them up make sure they have 4 wheels and see how they run.

Open Class Race: Friday Night: For those adults who dream of the hot rod Derby car. Only rules are car must not damage track or other cars and is safe for indoors.

PACK 40 PINEWOOD DERBY – Official Race

Saturday, January 16th, 2010 8:00 a.m. to noon

Rochester United Methodist Church

Scouts will run against other cars in their rank. First, second, third place for each rank will return for finals. Schedule for each ranks races will be posted. Scouts are not required to be present for their car to race, but the car **MUST** be turned in **FRIDAY NIGHT**. Trophies awarded for first, second, third in rank races and finals.

Tigers at 8:00 AM

Wolves at 9:30

Bears at 10:30

Webelos at 11 AM

Winners race at NOON

All times approximate. Cars **MUST** have been turned in on Friday night! Schedules are subject to change. Notice of cancellations or reschedule of the Pinewood Derby due to weather are available at the website no later than 1 hour prior to the start of the first races:

Information regarding optional future district races to be posted as available.

Do your best! It s about having fun!!!