

Race Packet & Rules Powhatan District 2012 Pinewood Derby

This year's District Pinewood Derby will be hosted by Pack 913 of St. Joseph Church. Race location will be in Parish Hall C. St Joseph Church, 750 Peachtree Street Herndon.

Each Car needs to have a **clearly displayed number** on the top of the car body so that it is visible to the Race Officials.

Introduction

The Cub Scout should have the fun of racing a car he has built from materials in the Pinewood Derby kit. Adults and others should only guide and help. Please adhere to construction rules so that all racers have an equal chance. We will run a separate race bracket for the Tiger, Wolf, Bear, Webelos I and Webelos II scouts. This means that all Tiger Cubs will race in one race bracket and so on. The fastest car in each race bracket will run in a Pack Championship bracket at the end of the race day.

We hope everyone will be able to join us for a morning of family fun and excitement! Please wear your uniform since this is an official scouting event.

Remember the focus of this event is not to win at any cost, but for each Cub Scout to

DO HIS BEST and HAVE FUN!

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2012 Pinewood Derby Schedule

1. Car Registration

The Cub Scouts will bring their completed cars to be officially registered the night before the race. Official Inspectors will check weight, dimensions, wheels, number, and other items. If the car passes inspection, it will be impounded. Cars that do not pass may be modified immediately to correct the deficiency. Impounded cars will be stored in a secure area overnight. In extreme cases a car that did not pass inspection may be taken home by the Cub Scout for modification and returned on race day for inspection. We will be accepting cars on race day but please bring your car in on Friday night. Race day is very hectic and we do not leave much time for car inspections. Thank you for helping us with this very important item.

On race day, the Cub Scouts must check-in at the Starters' Table upon arrival. The Cub Scouts name will be verified against the Official Driver List and he will be provided with an Official Driver Registration Badge. The driver registration process is critical in verifying Cub Scouts in attendance and finalizing the racing brackets prior to racing. The Official Driver Registration Badge must be worn at all times. This helps the race officials identify each Cub Scout and match them with their car.

The race brackets will run in the following order:

Race Bracket (Grade)	Rank	Check-In Time	Approx. Race Time
1	Tigers	8:45	9:00
2	Wolves	9:45	10:00
3	Bears	10:45	11:00
4	Webelos I	11:45	12:00
5	Webelos II	12:45	1:00
Winners Bracket	All Ranks	1:45	2:00

Please remember that the race times are approximate! It is the responsibility of the Cub Scout to be registered and present when the race bracket is called. Given the time constraints imposed by the parish we must race when a race bracket is called! It is not fair to delay the racing for everyone else! Cubs Scouts can only race in the bracket assigned to their rank, we understand there might be time constraints due to other commitments; however we cannot change our schedule.

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Race Car Design Standards

1. **"New Work":** Construction of ALL entries MUST have begun AFTER last year's (2011) Pack Pinewood Derby Race
2. **Material:** Race cars shall be constructed for this event from the parts contained in the Official Grand Prix Pinewood Derby Kit (referred to below as the kit). Materials from the kit may be supplemented but not replaced.
3. **Weight:** Race cars may weigh no more than five (5) ounces (total weight) as determined on the official scales during the pre-race check-in.
4. **Wheels and Axles:** The car shall roll on OFFICIAL BSA wheels. The wheels shall turn about the axle nails from the kit. The axle nails shall be firmly affixed to the wood of the car body, and MUST be placed in the 'axle grooves' in the supplied wooden block. It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used. All four wheels **MUST** touch the ground when placed on a level surface.
5. **Size:** Race cars may be no longer than 7 inches, nor wider than 2-3/4 (2.75) inches, as determined by the official gages during the Registration and Inspection. Underside clearance of at least 3/8 (0.375) inches and inside wheel to wheel clearance of at least 1-3/4 (1.75) inches is recommended, so that the car will run on the race track. Adequate clearance is the responsibility of the race car builder. Since track timers have clearance limitations, it is requested that cars be no taller than three inches.
6. **Weights and Attachment:** Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, by permanent glue, nails, screws, or Coin Pockets but not by "sticky substances", such as tape, or tack spray. Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, non-sticky, etc.
7. **Wheel Treatment:** Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass or in reducing the wheel width from the original kit wheels. Some of the original "tread marks" on the wheel face must remain intact, i.e. apparent to the inspector. Wheels may not be machined to a beveled condition and the portion of the wheel surface that contacts the track must remain parallel to the axle.
8. **Unacceptable Construction:** The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, bearings, or riding on springs. The following may NOT be incorporated into the construction of the car: protrusions (i.e. wires) that extend beyond the front of the car; cuts that allow the front of the car to extend beyond the starting line, such as a split front; or additions to the car that cause the car's front wooden edge to not be in contact with the starting pin.
9. **Gravity Powered:** The race car may not be constructed or treated in such a way

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that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.)

10. **Lubricants:** Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels. *Lubricants may not foul the track.* Lubricants must be applied before being impounded at weight in. **No lubricant may be applied to the car after it has been inspected, registered, impounded on race day.**
11. **Numbers:** Each Car needs to have a **clearly displayed number** on the top of the car body so that it visible to the Race Officials. See race list for your car number.
12. **Failure to Pass Inspection:** The Inspection Committee shall disqualify cars which do not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his car did not pass. The owner may take the car, with the assistance of their adult partner, and make modifications required to get the car in compliance with the Race Car Design Rules. This may be done as often as needed up to the closing of Technical Inspection and Registration for that rank. Cars which fail the inspection may still race but will not be eligible for prizes nor will be allowed to advance past the first round.
13. **Impound:** No car may be altered or lubricated in any way after it has been registered. After a car passes registration, it will be taken and stored by the Pinewood Derby Race Committee until its race.

Car Design Rules Interpretation: Interpretation of the rules described in 1-12 are at the sole discretion of the Inspection Committee Judges present during the Registration and Inspection process.

General Race Rules

1. GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED. Race Officials may ask anyone not following this rule to leave.
2. Please wear your uniform since this will be an official Cub Scout event. The Pinewood Derby Trophies will be presented at the end of each race bracket.
3. A Cub Scout can specify another Scout to race on their behalf if they are unable to attend due to a prior obligation. The parent/guardian of the affected Cub Scout must notify the Race Committee Chairperson in advance of any such situations. In case of illness, please notify the Race Committee Chairperson as soon as possible but no later than the start of the race bracket for the affected Cub Scout.

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4. All race brackets are at least triple-elimination. A car is assigned a score depending on its finish in a given heat. The points are continually totaled during the heats. Meeting or exceeding a predetermined point total will cause elimination.

5. Only Race Officials and Cub Scouts involved in the current heat(s) are permitted inside the track area.

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Conduct of the Races

- Each Cub Scout must bring his car to the Official Inspection Table during the specified registration time. If the car fails to meet any rules, the Official Inspectors will tell the Cub Scout the exact problems. The Cub Scout may change the car to meet the rules. After inspection, the Official Inspector registers the cars and impounds it until such time as the grade race bracket is called to race.
- On race day, the cars will be displayed on the Starters Table. As each group (Tiger Cubs, Wolf, Bear, etc.) are called for their race the Cub Scouts will line up by the Starters' Table and be admitted as a group into the pit area. As the Cub Scouts walk past the Starters' Table they will retrieve their car and then proceed to the seating area in the pit area. All Cub Scouts must pay attention to the Official Starters and follow their directions. The Cub Scout is responsible for handling his car during the entire race bracket.
- Don't take a car off the Starter's Table for any other reason unless your car has been eliminated or an Official Starter directs you to.
- The Official Scorers' set-up and maintain the race brackets and tell the Official Starters which cars run in each heat and their lane assignments.
- The Cub Scouts will be seated in chairs in the Official Pit Area until they are called for a heat. Once called for a heat they will be seated in specially numbered seats until it is their turn to run a heat. An Official Starter will inform each Cub Scout which lane to use.
- Official Starters call Scouts to the gate for their heats. Cub Scouts place their cars at the start, then go to the finish line to watch the heat.
- If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If the car leaves its lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves it's lane and interferes with another car, that car will be judged last place and the race will be re-staged and re-run without that car.
- If, during the race, a wheel falls off or the car becomes otherwise damaged, then the SCOUT may, to the best of his ability perform repairs with the assistance of his adult partner or Pit Crewmember and is allowed three minutes to fix the car. Then Officials will run the heat again. If the car cannot be fixed in three minutes, it finishes last in the heat. If this loss is the car's first or second and the scout CAN fix the car before the start, it may run in its next scheduled heat.
- If a car is damaged due to track fault, damage caused by another car, person, or while seated in the pit area then the Trackmaster or Pinewood Derby Chairman, at their sole discretion, may allow additional repair assistance to the Scout.

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- Upon completion of a heat, the electronic timer will display the order of finish. The order of finish will be electronically transmitted to the Official Scorers' race software.
- The race bracket will run heats until a winner is determined. Officials will present racing awards at the end of each brace racket.
- Race-Day Rules Interpretation: On Race-Day, the Cub Scout must make all questions of rules interpretations and procedures to the Pinewood Derby Chairman or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the Pinewood Derby Chairman. All decisions of the Pinewood Derby Chairman are final. Decisions of Race Officials on questions of fact (i.e. the result of a specific race) may not be appealed beyond the Trackmaster and/or Finish Line Judges. **Note:** Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area. Please, let's keep it fun for the boys.

**Thank you for being a part of the
Powhatan District
2012 Pinewood Derby!**

START YOUR ENGINES !!!!!!!!!!!!!!!!!!!!!!!