



GUIDELINES FOR PACK 56 PINWOOD DERBY - 2010

The Pinewood Derby is a parent-son project. Please give guidance and **minimal** assistance to your Scout as he builds his Pinewood Derby car. This is a chance for your son to be part of a team (he and you), to enjoy the spirit of friendly competition with his peers, also for your Cub Scout to enjoy the satisfaction of building his own car from the kit provided.

A special note to all parents and scouts: Together, please read the following article on sportsmanship. While everyone will be trying to win, it's always a good idea to start out by remembering the Cub Scout Motto, "Do Your Best," and some of the basic ideas behind good sportsmanship.



SPORTSMANSHIP

Two things the Pinewood Derby requires each participant to learn are 1) the craft skills necessary to build a car, and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that 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 must not brag or gloat. If you lose, you must 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.



PACK 56's OFFICIAL PINWOOD DERBY RULES

1. The Scout Racer must be a paid and registered up-to-date P56 scout to race.
2. Length, Width and Clearance
 - a) Maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches.
 - b) Minimum width between the wheels shall be 1-3/4 inches so the car will clear the center guide strip on the track.
 - c) Minimum clearance between the bottom of the car and the track surface shall be 3/8 inch so the car will clear the center guide strip on the track.
 - d) Maximum overall length shall not exceed 7 inches including wheels.
 - e) Maximum overall height shall not exceed 3 1/8".
 - f) Wheel-base (distance between the front and rear axles) may not be changed from the kit body distance of 4-1/4 inches. **Axles must be in original slots.**
3. Weight and Appearance
 - a) Weight shall not exceed 5 ounces. The reading of the official 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 only, provided the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.
 - b) Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width or weight specifications.
 - c) Cars with wet paint will not be accepted.
4. Wheels and Axles
 - a) Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit or Official Pinewood Derby Wheels purchased from the local district scout shops. No after market wheels are allowed!
 - b) Wheels may be lightly sanded to smooth out molding imperfections the tread area. This light sanding is the **only** modification allowed. Beveling, tapering, thin sanding, wafering, concaving or lathe turning of the wheels is prohibited.
 - c) Axles may not be altered in any way except for polishing.
 - d) Wheel bearings, washers, spacers, bushings, and hub caps are prohibited.
 - e) Car shall not ride on any type of springs.
 - f) Car must be free-wheeling, with no starting device or other type of propulsion.
5. Lubrication
 - a) Only dry, powdered graphite will be allowed for lubricating the wheels.

- b) Cars need to be lubricated before they are checked in at the weigh in. Cars moving on to the final race will be allowed to re-lubricate before the beginning of the first finals race.

6. Ground Rules and Competition

- a) The race is open to all Tiger Cubs, Cub Scouts and Webelos Scouts registered in this Pack. The open class allows for interested racers, siblings and parents to compete.
- b) Each scout may enter only one car in the competition. Several cars may be constructed but only one may be registered and raced.
- c) Car must have been built during the current year (the school year in which the Derby is held). Cars that have competed in a previous Derby are not permitted.
- d) Competition will consist of heat races within each Den, and a series of final heats at the Pack level. Separate heats will be run following the Pack heats as an open class for siblings, parents and scouts.
- e) To equalize differences among track lanes, heats will consist of a number of races to assure all cars race an equal number of times in each lane. The number of heats will be determined to assure each car raced each of the other cars the same number of times.
- f) From each race, points will be awarded for finishing position. Four points are awarded for first place, three for second, two for third and one point for fourth. The overall winner for the heat will be the car with the highest number of points after the final race. All cars will race an equal number of times to allow an equal number of opportunities to gain points.
- g) If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically place last in that race.
- h) If a car leaves its lane and interferes with another car, the race will be run again. If the same car leaves its lane a second time and interferes with another car, the race will be run again without the interfering car. The interfering car will automatically place last in that race.
- i) If a car becomes damaged and can be repaired in a reasonable amount of time (within two races), the race will be run again. If not, the damaged car will automatically place last in that race.
- j) There will be at least two judges at the finish line, who will determine the first, second, third and fourth place finishers. If judges disagree about first, second, third, or fourth places, they can decide to re-run that race.
- k) Only race officials may enter the track area. **This rule will be strictly enforced.**

7. Inspection and Registration

- a) Each car must pass a final technical inspection before it may compete. Technical inspection and registration of cars occurs on the evening before the race day.
- b) The Inspection Committee shall disqualify cars which do not meet these rules. If a car does not pass this inspection, the owner will be informed of the reason his car did not pass (too long, too heavy, altered wheel base, or the like). The car can then be modified to meet the guidelines.
- c) To enter the race, cars must have passed inspection and be registered by the Final Inspection Deadline.

- d) No cars may be altered in any way after it has been registered. Damage repair shall be allowed during the Derby only if it does not delay the race, but no modifications shall be allowed.
 - e) After passing inspection, no car shall be re-inspected unless repaired after damage in handling or in a race.
 - f) Any participant (including parents of participants) may appeal to the Race Committee for an interpretation of these rules. By a majority vote, the Race Committee will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairperson shall be final.
 - g) Ungentlemanly or unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.
8. Rewards and Recognition
- a) The most important values in Pinewood Derby competition **are parent/son participation, good sportsmanship** and **learning how to follow rules**. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards.
 - b) Every participating Scout will receive an Official Pit Pass, Pinewood Derby patch and certificate.
 - c) Every car will be awarded a certificate for winning its own unique appearance category (Most Creative, Most Humorous, Most Colorful, Best Paint Job, and so on).
 - d) The “Top 5 Finishers” from each age group/den move up to the Pack “Finals” Race to compete for a Trophy. Medals will be awarded to the first, second and third-place finishers in each age group/den.
 - e) Trophies will be awarded for the first, second and third-place finishers overall in Pack 56.
 - f) Each group/den will be awarded 1 kids choice medal. Each child of the group/den can cast up to 2 votes for their favorite cars. The car with the most votes will be awarded the medal.
 - g) Any racer who chooses to do so can move on to the next level outside of P56 and compete at the District Pinewood Derby Race.



PACK 56's OFFICIAL PINEWOOD DERBY

Let's make this the best Pinewood derby ever!