

Northeast District Pinewood Derby Rules

Listed below are the Northeast District Pinewood Derby Official Rules. We cannot mandate it, but strongly recommend that your Pack use these rules as a standard in running your Pack's Pinewood Derby Race. If you so choose to alter these rules, (at the Pack level) it is a must that you explain that there is a chance that an individual's car will be disqualified at the District level and not be allowed to compete. The Northeast District invites each Pack's top 4 cars in Speed and their top car in Best of Show to compete at the District level. (Regardless of Scout rank at time of racing.) If any car that has pre-registered and at the time of sign-in does not meet all of the listed qualifications, they will be disqualified and not be allowed to compete. (There is absolutely, positively no refund for a disqualified car.)

- ✓ All cars must be pre-registered. Pre-registration is 5 days prior to race day. All dates, times, flyers, and registration forms will be in your Kick-Off packet and available at all Roundtable Meetings beginning in December proceeding that race. Information flyer and Registration Forms can also be printed from the Northeast District Webpage (<http://www.crossroadsbsa.org/northeast/>).
- ✓ Cars will only be run by race officials or designated assistants; no one else is permitted in the race arena.
- ✓ There is always at least one table set up to work on cars. If anyone is caught using anything other than this table – YOU WILL BE DISQUALIFIED – NO EXCEPTIONS!
- ✓ Only official **BSA Official Grand Prix** kits purchased from the Scout Shop will be permitted. The unofficial cars that are sold by hobby stores such as Michael's, etc are not the BSA Official Grand Prix kit and thus will not be allowed to race. The Scout Shops in some areas also sell these unofficial cars; so make sure you purchase the **BSA Official Grand Prix** kit. Let's keep the father/son spirit alive!
- ✓ No modifications to the wheelbase are allowed. The wheelbase must be in the original slots as designed in the BSA Official Grand Prix kit.
- ✓ The car must conform to these specifications:
 - WIDTH – Car cannot be more than 2 ¾ inches wide.
 - LENGTH – Car cannot be more than 7 inches long. This includes any exterior add-on accessories.
 - WEIGHT – Finished car cannot weigh more than 5 ounces. The weight shown on the Official Race scale is final.
- ✓ Use only BSA Official Grand Prix wheels and axles. You **can** polish the axles. You may lightly sand the wheels to remove the molding seam on the tread or to true the wheel. No other wheel changes are allowed (re-shaping, excessive sanding, etc.). You may **not** use bearings, washers, or bushings. No solid axles are allowed.
- ✓ The car may not ride on any type of springs.
- ✓ The car must be freewheeling with no starting devices. No loose attachments are allowed, which includes, but not limited to, bbs, liquid mercury (very dangerous anyway), sliding lead shot, etc. (we have seen them all).
- ✓ Only dry powdered graphite is authorized as a lubricant. No oils or silicone sprays are allowed. No graphite may be added after final inspection.
- ✓ Once a car has been signed in – no further adjustments by the Scout (or his family) is allowed. Emergency repairs may be performed if needed under the strict guidance of a Race Official.
- ✓ Each Scout can only enter 1 (one) car, and it must be this year's car. You **cannot** race a previous year car.
- ✓ Each car must pass inspection by the Official Inspection Committee before it may compete. The inspectors will disqualify any car not meeting these rules. The Head Judge will resolve any conflict. **Judges decisions are final!!!** Anyone that raises a conflict will AUTOMATICALLY be listed on next year's Pinewood Committee and will be **required** to assist with the race (including planning). NO EXCEPTIONS!

FINALLY – None of the above rules apply if you plan on entering a Best of Show competition only. They only apply to cars that are entering race competition.

Remember WHY we're here....
Have Fun and the Best of Luck!

PACK 335 Pinewood Derby

Additional Guidelines

- Pack 335 will enforce all Northeast District Pinewood derby rules, to ensure each of our winners will be able to compete at the district race. Deviating from the district rules would run the risk of a car winning at the pack level, and being disqualified at the district level. We want Pack 335 represented well at district!!
- Test and tune racing will be allowed prior to cars being registered, inspected, and impounded. Test and tune times will be communicated prior to race day. This will be the only opportunity for racers to test run their cars prior to the races beginning. **Only race officials may operate the track during test and tune times – no exceptions.**
- After racers have tested and tuned cars, they may register for the event. Cars will be registered, inspected, and impounded by race officials immediately. Once a car has passed inspection, it will be impounded and no one other than race officials may touch the car until the conclusion of the races. **NO EXCEPTIONS!**
- **Only race officials may touch the cars, the track or the equipment during the race.**
- There will be a table for pre-race repairs and final adjustments to cars. These repairs and adjustments must occur prior to registration.
- Purchased detail items such as steering wheels, driver, or decals may be applied, as long as the overall rules are followed.
- Be careful to have sufficient clearance under the car. If you apply weights to the underside of your car, make sure there will be clearance. The track can “grab” things that are too low (especially at the bottom of the hill) and slow your car, or make it “jump” the track.
- Axles and Wheels – you **MUST** use the axles and wheels that come in the BSA Official Grand Prix Kit. You can sand/polish the axles and lightly sand the wheels. However, both wheels and axles must maintain their original appearance and diameter. District rules state that axles may be “polished.” To clarify, polishing includes removal of burrs. However, modifying an axle in any other way is not allowed, such as grooving an axle.
- Wheelbase – you must use the axle holes that come in the BSA Official Grand Prix Kit. **DO NOT** adjust the wheelbase of your car.
- Weight – your car must weigh no more than 5.00 ounces. We recommend that you get it as close as possible but don't exceed that weight. On race day, we will have the official scale that will be used during the inspection process, and the results of that scale will be final. If you want to weigh your car before race day, you can go to the post office.
- **NO Liquid Lubricant of any kind** will be permitted and cars with oily wheels will be disqualified before the race. The only approved lubricants are dry graphite and/or Teflon® powder. All other lubricants will damage the track.
- No use of any bearings or washers on the axles or wheels will be permitted.
- All accessories must be firmly attached.
- The car entered must be a new car that has never been raced at prior events.
- Cars damaged or found to be malfunctioning during the race can be fixed under a race official's supervision, but under no circumstances can additional lubricant be applied.

RACE GROUND RULES

1. **GOOD SPORTSMANSHIP AND BEHAVIOR IS ALWAYS EXPECTED!** Race officials may ask anyone not following this rule to leave. You do not need to be present for your car to run.
2. We will be running a “Complete Lane Rotation” Derby. The official races will have each Cub Scout rank competing individually (Tigers against Tigers, etc). Each car will run a heat race in each lane on the track. The actual number of heat races will depend on the number of entries. A Scout can expect to see his car run multiple races, so durability is a key when you are building your car. The race software randomly selects the entries and lane assignments in each heat race.
3. A car that jumps off the track or interferes with another car will cause the heat to run again. If it happens again (with the same car), the car will be awarded last place and the other cars will re-run the heat if interference occurred. Any type of scoring malfunction or human error by the race officials will also result in a complete re-run of that heat race.

4. If a car is unable to complete a heat race and it is determined that it did not affect the performance of any other car in that heat, that car shall be awarded last place for that heat and the remaining cars scored as usual. The Scout is allowed 5 minutes to fix the car in preparation for his next heat race. If it is determined, by race officials, that the car's breakdown did affect one or more of the other cars in that heat, then that car is still awarded last place, but the other cars will re-run the heat. If debris or accessories fall off of a car during a heat race, and the debris does not affect the performance of any of the other cars in that heat, the final order of finish will be official. If the debris does affect one or more of the other cars, then the entire field will re-run the heat. If the car cannot be fixed within 5 minutes, it will be awarded last place and the other cars will re-run the heat. A car can be repaired only once during the entire race day. Only race officials are permitted inside the track area. NO EXCEPTIONS!!!
5. At the end of all official races, a King of the Hill race will be run. This race is to determine the overall fastest car in the pack, and all ranks will be competing together for this coveted prize! It is not uncommon for a Tiger to take home this award! This race will also be a "Complete Lane Rotation" derby.

Coaching Hints for Parents

The Cub Scout Motto is NOT "Win at all costs" or "Do your Dad's best", it is "Do YOUR best".

Help your son plan a schedule to prevent a last minute project and allow time for him to "do his best."

Help your son understand the rules and specifications.

As your son chooses his favorite design, help him trace it on the block of wood from the kit.

Guide him in the use of tools in the shaping of the model, encourage him to sandpaper the model to a smooth finish, and paint and decorate it.

Help your son understand that this is HIS project, with you assisting him when he needs it.

The parent should provide instruction and guidance, not labor.

Help your son understand that "doing your best" is more important than having the fastest model.

Feel a sense of pride and satisfaction when the model and race are finished. Share it with your son. You have both earned it.

When the race is over and the car is on the shelf, you want your son to look at it with pride, thinking "I made that car."

Understand that the leaders may need your help. If you have the interest and the time, you might contact the leaders and volunteer to help or judge at the pack's big race.

Spending time with your son, helping him "do his best" will be remembered by both of you long after the race is finished. This isn't all that "serious," it's just fun for the scouts and their families, and carries on an Indianapolis racing tradition!

PACK 335 Pinewood Derby

Outlaw Race Guidelines

- The outlaw race is open to any non-scout who wishes to race including: siblings, parents, and friends of scouts. If a scout's car is unable to compete in the official race (due to disqualifications, late arrivals, etc), it may be able to race in the outlaw race. Cars that registered, pass inspection, and run in the official race will not be allowed to race as an outlaw.
- Scouts may only enter the outlaw race if their car was not able to compete in the official race. The outlaw race is primarily for non-scouts.
- Outlaw vehicles must be safe, this is the primary rule. No projectiles, no rockets, etc.
- The outlaw vehicle must start out as an official BSA kit, but any variation or introduction of different parts is allowed, encouraged, and recommended. This is not limited to motorization as long as the motor is controllable (turned off) by the racer remotely. Track officials will determine if the outlaw is safe to use on the track without damage to the track, timing system, or spectators. If determined to be unsafe by track officials, the car will not be allowed to race.
- Track Integrity – your car cannot do or have anything that would damage the track.
- The maximum weight for the outlaw is 5.00 oz.
- Any wheel or axle set up is allowed as long as the track integrity is maintained.
- The maximum height, width, and length are only governed by what will fit and function on the track. The car will not be allowed to run if race officials determine that the track will be damaged.
- Lubricant - You may lubricate your axles with dry graphite lubricant only. Other lubricants will damage the track.
- The main purpose of this race is for entertainment and display of imagination.
- Outlaw test and tune racing will be allowed prior to cars being registered, inspected, and impounded. Test and tune times will be communicated prior to race day. This will be the only opportunity for racers to test run their cars prior to the races beginning. **Only race officials may operate the track during test and tune times – no exceptions.**
- After outlaw racers have tested and tuned cars, they may register for the event. Outlaw cars will be registered, inspected, and impounded by race officials immediately. Once an Outlaw car has passed inspection, it will be impounded and no one other than race officials may touch the car until the conclusion of the races. NO EXCEPTIONS!
- **Only race officials may touch the cars, the track or the equipment during the race.**
- There will be a table for pre-race repairs and final adjustments to cars. These repairs and adjustments must occur prior to registration.