

# TIMBERLINE DISTRICT OFFICIAL PINEWOOD DERBY RULES



2010

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*The purpose of the rules is to provide a reasonable and level playing field for all contestants. Please read and heed the rules!*

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## Eligibility of Contestants and Cars

- All Tiger, Cub, and Webelos Scouts who are registered in the Pack may design, build and enter cars that are eligible to participate in the Pinewood Derby event.
- In case of illness or a valid conflict, an absent scout may be represented by an authorized agent. An authorized agent is defined as a sibling or a Cub Scout of similar age who is not already competing in the same set of heats.
- Cars in the current year competition must have been made for this race season. Cars or parts of cars such as wheels or axles, from previous years may not be used.
- All cars must successfully pass weigh-in and inspection no later than the day of the weigh-in to be qualified to compete.
- Each pack can register one or two teams of four (5) finalists to compete in the District Pinewood derby (Tiger, Wolf, Bear, Webelos I and II). An additional registration fee will be added for the second team. If a pack cannot fill all positions, substitutions can be made by the discretion of the pack or shortage just not be filled. 5 finalists is not a must.
- Individuals wishing to enter to race in the District Pinewood Derby may do so and race in the "open class" race. Open class races will be limited to sibling of Cub Scouts/Webelos and siblings (of Cub Scout age) only. Registration fee applies.
- Scouts who have built a pinewood derby car while still a Webelos II as part of their Cub Scout Pack but have crossed over to Scouts are eligible to race.
- There will be trophies (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place winners) for Tigers, Wolf, Bear, Webelos I, Webelos II and Open Class. There is a traveling trophy awarded to the pack (Cub Scout rank races only) to the fastest overall average team time.

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### Registration Fees

- Pack teams \$25 per team
- Open Class \$8 per person

### Length, Width & Clearance

- Maximum overall width (including wheels and axles) shall not exceed 2-3/4". Minimum width between wheels shall be 1-3/4" so the car will clear the center guide strip.
- Minimum clearance between the bottom of the car and track shall be 3/8" so the car will clear the center guide strip.
- Maximum length (including wheels) shall not exceed 7".
- Maximum height shall not exceed 3".
- The wheelbase (distance between the front and rear axles, center to center) may not be changed from the kit body distance of 4-3/8". The official kit block has pre-cut slots which are correctly spaced. If desired, these slots may be pre-drilled before they are used or straightened if they are crooked.
- The front edge of the car must be behind the starting peg. (100% of the car must be behind the starting peg.)
- Details such as steering wheel, driver, spoiler, decals, painting and interior details are allowed as long as these details do not exceed the maximum length, width, height, and weight.

### Wheels, Axles & Bodies

- Car bodies must be from the block of wood in the BSA Pinewood derby kit.
- Only the wheels and axles from the official Cub Scout Grand Prix Pinewood Derby kit may be used. Wheels and axles not from the official kits are prohibited with exception to the official BSA Pinewood Derby wheels (any color). Wheels and axles which have been modified by other parties also are prohibited, even if they are BSA Pinewood Derby wheels.
- Axles must be placed at a 90 degree angle in the slots provided in the bottom of the body. Axles must be mounted into the wood. Either end of the car can be the front.
- Axles and axle heads may be filed or sanded to remove flashing and burs, then polished to reduce friction. No dimension changes or reshaping can be made. This light filing, sanding and polishing is the only axle modification allowed. Beveling, rounding, tapering, thinning, grooving, or any other significant altering of the shape or performance of the axles or axle heads such as "speed axle" modifications is prohibited. Axles must be in the natural silver color of the metal used from the official Pinewood Derby kit. No painting or permanent coatings of axles allowed.
- The outside circumference of the wheels can be lightly sanded to remove surface and casting imperfections. The tire treads on the outside of the wheels must remain visible around the entire circumference of the wheel. The outside of the wheel cannot be sanded and the words "BSA Pinewood Derby" must remain flat, visible and untouched. The hub may not be changed or modified in any fashion. Beveling, rounding, tapering, thinning, perforating (drilling), or any other significant altering of the shape or performance of the wheels or wheel hubs is prohibited.
- Modification of the cylindrical inner wall of the wheel which contacts the axle such as tapping threads into the hub is prohibited.
- Wheel bearings, washers, or bushings of any type or fashion are prohibited. This includes "wheel covers" which serve to keep the wheel hubs from contacting the car

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body. It also includes "hub caps", or anything else that might serve as lubrication "well" or "tap".

- The car shall not ride on any type of springs.
- The car must be free-wheeling with no starting device or other propulsion, such as adhesives, magnets, rubber bands, motors, jets, etc.
- Metal frames and metal axle supports are prohibited. The aftermarket plastic axle supports are also prohibited.

### Weight

- Weight shall not exceed 5 ounces. The readings, at the time of registration, of the Official Race Scale will be considered final.
- The car may be carved, cut, sculpted, and/or sanded in order to enhance performance and/or appearance.
- No loose materials of any kind are permitted on or inside the car.
- Additional materials may be added to the car for the following purposes only:
  1. Weights may be added to increase the weight and/or alter the weight distribution of a car.
  2. Paints/decals/decorations may be added to alter the appearance and/or aerodynamics of a car.
  3. Glue may be used to secure the axles to the car body.
  4. Wood putty, or a similar wood-like substance, may be used to repair minor damage to a car.

### Lubrication

- Only dry powdered lubricants, such as graphite or white powder Pinewood Derby Car Lubricant, may be used. Oils and silicone sprays are prohibited.
- A car may be lubricated before registration and weigh-in. This is the only time when lubrication is permissible. Specifically, cars may not be lubricated while competing during the race or at the time of a repair during races.

### Ground Rules

- If a car jumps off the track before the finish line, the heat will be run again. If the same car jumps off the track a second time, the heat will not be run again and will automatically lose the heat.
- If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- If a car suffers a mechanical problem and a repair can be accomplished within five minutes, the heat will be run again. If the repair is not feasible or would take longer than five minutes, the car will automatically lose the heat. If needed, the heat will be run again without the damaged car.

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### Dress Code

- Scouts should be in *full* uniform during the competition.

### Inspections and Disputes

- Each car must pass inspection by the Inspection Committee Judges before it may compete. The Inspection Team has the right to disqualify those cars which do not meet the rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules. To be included in the race, the modification must be completed prior to the end of weigh-in
- Interpretations of the rules described herein are at the sole discretion of the Inspection Committee Judges present during the Registration and Inspection process.

### Inspections and Disputes (continued)

- 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. The Pinewood Derby Chairman is the Scoutmaster or Director of the event. 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 Pinewood Derby Chairman.
- No car may be altered in any way after it has been registered. After a car passes registration, the Pinewood Derby Race Committee will store it in a secure location.
- Impolite or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.

*May the best car win!*

