

## PACK 320 2010 PINWOOD DERBY RULES

For the purpose of the 2010 Pinewood Derby, herein after referred to as Derby, only those cars constructed after October 1, 2009, may be raced. Any cars built prior to that date are disqualified from the speed competition but may participate in the other activities associated with the Derby. The Scout must carve their initials and date of construction on the bottom of the car in order to participate in the District Derby.

The Race Committee is composed of the following members:

- Chief Inspector;
- Scoutmaster; and
- Cubmaster.

*In the event that any of the decisions made by the Race Committee directly impact a family member, that member of the Race Committee may not participate in the decision.*

All cars entered into any portion of the Derby (ex. Speed, Tag-a-long, Adult, etc.) must be built from the official Grand Prix Pinewood Derby kit. Each Scout will be provided one kit by the Pack. Additional kits for the Tag-a-long or Adult races, design competition must be purchased by the family at the Scout Service Center.

Only the Cub Scout may enter his car or cars. This means that the Cub Scout must be present to enter his car into competition.

All cars must be registered by the stated closing of registration. Cars and racers arriving late may not be allowed to compete based upon the decision of the Race Committee.

No Scout may win more than one award. If a Scout wins an award in the racing event he will not earn an award in the design events.

**Speed Race Technical Standards:** At the final practice before the Derby it will be possible for all cars to be weighed and completely inspected for compliance to the following rules. If the car does not meet the rules at the final practice they will have time to adjust their car prior to the Derby. On the day of the Derby once a car has passed final inspection, it will be impounded by the Inspectors and not returned to the racers until the Derby is completed and all awards are presented. The decision of the Inspector may be appealed to the Race Committee.

- **Weight:** The car may weigh no more than five (5) ounces total weight as determined by the official scales at the Derby. Weight may be added to the car and will be considered part of the car for purposes of all measurements. All weight must be securely fastened to the car by permanent glue, nails or screws, and not by "sticky substances" such as tape or tack spray. Weights shall be passive (non-moveable, non-magnetic, non-electric, non-sticky, etc.)

- **Size:** Cars may be no longer than 7 inches, nor wider than 2 3/4 inches, nor taller than 3 inches, as determined by the official gages during race day 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 racetrack. Adequate clearance is the responsibility of the race car builder.

- **Wheels:** Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor in reducing the tread (track contact) width from the original kit wheels. Wheel tread surface must be cylindrical. The words "Official B.S.A. Made in U.S.A." and other lettering on the wheels shall remain intact and clearly visible to the inspector. Some of the original "tread marks" on the wheel face must be intact and apparent to the inspector. The wheelbase is

limited to 4 3/8 (4.375) inches.

- **Gravity Powered:** The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. For example, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.
  - **Inspections:** All inspections will be conducted at the Inspection Area using scales and gages approved by the Race Committee. Drivers must be prepared to make adjustments to their cars if necessary.
  - **Impounding:** Once the car has passed inspection and received its number sticker, the Scout will place his car on the table provided, and must not lubricate or otherwise improve that car until racing is complete. Lubricants will be applied by a Race Official.
  - **Derby Car/Race/Track Rules:** The following rules will apply in any of the following circumstances. The final decision of the application of these rules will be by the Race Committee.
  - **Car Repair:** 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. The Scout may seek advice for repairing the car and may receive assistance. If a car is damaged due to track fault or due to fault of another car, then the Race Committee may allow additional repair assistance.
  - **Car Interference:** If, during a race heat, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat. Please see Track Fault below for an exception.
  - **Car Leaves Lane:** 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. Please see Track Fault below for an exception.
  - **Car Leaves Track:** If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point. Please see Track Fault below for an exception.
  - **Track Fault:** If a car leaves its lane, at their sole discretion, the Race Committee may inspect the track and, if a track fault is found which could have caused the initial violation, the Race Committee may order the race heat to be rerun after the track is repaired.
  - **No Finishers:** If, during a race heat, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
  - **Appeals:** The Cub Scout must make all questions of rules interpretations, procedure and fact to the Race Committee promptly.
  - **Finish Line Judging:** Three impartial finish line judges, assigned by the Race Committee, shall be stationed to call each heat, unless the Pack uses an automatic line judge. If no automatic line judge is used, heat finish judging is by majority rule.
- Most Beautiful and Original Design Technical Standards:** Any Cub Scout may design, build and enter a car which looks beautiful or original. The block of wood from the kit, or portions thereof, must be prominent in the design. "ADD-ONS" are not restricted. Special paint, decals, decorations, etc. are allowed. The wheels and axles from the kit need not be used.

Cars will be displayed for judging, side by side in assigned spaces on a display table, grouped with their competitors.

***As a reminder, no Scout may win more than one award. If a Scout wins an award in the racing event he will not earn an award in the design events.***