

Pack 97- Huntersville, NC
Pinewood Derby Event Rules and Procedures 2018
Please Read Carefully

I. GENERAL RULES

G-1. New Work: Construction of all entries must have begun after last year's Pack 97 Pinewood Derby Races. Scouts must construct their own cars with the help of their adult partner. Assembled or partially assembled cars may not be obtained from third parties.

G-2. Check-in: No car may be altered after it has been checked-in during registration. After registration the Pinewood Derby Race Committee will store cars until race day. Cars that pass check-in inspection will not be re-inspected unless allowed repairs have to be made.

G-3. Rules Interpretation: All decisions of the Pinewood Derby Chairman are final.

II. CAR DESIGN STANDARDS

T-1. Materials: Race cars shall be constructed from parts contained in the Official Grand Prix Pinewood Derby Kit as sold by any authorized BSA Scout Store. Only wheels and axles from the official kit are allowed on the car. Use of pre-cut wood blocks or car kits is not permitted. The car's assigned number should be clearly visible on the top of the car (use of number stickers in the kit is not required; numbers can be painted or drawn if desired).

T-2. Weight: Race cars may weigh no more than five point zero five (5.05) ounces as determined on the official scale during the pre-race check-in.

T-3. Size: Race cars may be no longer than 7 inches nor wider than $2\frac{3}{4}$ inches as determined by the official gages during registration and inspection. A maximum height of 3 inches is required to clear the electronic gate. Underside clearance of at least $\frac{3}{8}$ " and inside wheel to wheel clearance of at least $1\frac{3}{4}$ " are recommended.

T-4. Wheels and Axles: The car shall roll on wheels from the kit or official BSA wheels from the Scout Shop. The wheels shall turn about axle nails from the kit. Axle nails shall be firmly affixed to the wood of the car body. ***The wheel-base (distance between the front and rear axles) must be between 4 $\frac{1}{4}$ and 4 $\frac{1}{2}$ inches.*** However, you can adjust the placement of the front and rear axles, so long as the wheelbase distance does not go outside these parameters. Wheel tread width must not be reduced from the wheels as they come from the kit. The tread must not be curved or beveled. The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, or bearings. All four wheels MUST make contact to the track. That is, no "three wheelers" are allowed.

T-5. 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 may be internal or securely fastened to the car by permanent glue,

nails or screws, but not by tape or tack spray. Please consider adequate clearance for weights below the car. Weights shall not be moveable or liquid.

T-6. Gravity Powered: Cars must be gravity powered only. The car may not be constructed in such a way that the track's starting mechanism imparts additional momentum.

T-7. Lubricants: Only dry lubricants such as powdered graphite or Teflon "white lube" will be allowed for lubricating the wheels. Lubrication is allowed during registration (before impound).

III. ADULTS / SIBLINGS RACE

The purpose of the Adults/Siblings event is to have a little fun and to help finance the Pack's Pinewood Derby investments. It is open to Scout's parents, siblings, grandparents, etc.

P-1. Technical standards: The Technical Standards are same as the Cub Scout race.

P-2. Entry Fee: An entry fee (\$5.00) for each car will be paid prior to participating in the race.

P-3. Number of Entries: Each person may enter no more than 2 cars.

P-4. The Car: Any prior year cars may be used if the entry fee is paid.

SPECIAL NOTE ON 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 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. 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. Good luck!