

DISTRICT PINEWOOD DERBY

DISTRICT FINALS PINEWOOD DERBY RACE CENTRAL GRADE SCHOOL, TRAVERSE CITY

SATURDAY, APRIL 12, 2008

COST \$8.00 PER PARTICIPANT

Registration 11:00-11:40 A.M. / Race Starts at 12 Noon Firm!

Lunch, Snacks and Drinks will be available!

PLEASE PAY INDIVIDUALLY THE DAY OF THE EVENT

Your pack pinewood derby is one of the most popular and successful events in Cub Scouting. Like all successful activities, it requires planning and preparation, but its value in fun and in strengthening family relationships has been proven over the years. The district pinewood derby will be held at Central Grade School, located between 7th and 8th Streets, one block west of Union Street in Traverse City. **Registration will be from 11:00-11:40am followed by an opening ceremony.** Racing will start at 12 noon sharp! The cost is \$8 per entrant, to cover the cost of patches, trophies, mailings, and building rent. There will be four tracks and four divisions: Tiger, Wolf, Bear, and Webelos. The race will be double elimination and we have very strict rules, which are enforced. Rules are on the back of the sheet.

Registration – For a more efficient registration we would like all money to be paid the day of the event. Please do not pre-pay at the council office.

IMPORTANT INFORMATION:

1. Please share this information with the parents of the Cub Scouts that will be racing.
2. The main purpose for the Pinewood Derby is for a Cub and his parents to do a project together. It is not to see who can build the most “high-tech” car.
3. Cars not meeting the rules and regulations will be disqualified from racing in the district race.
4. Each pack may send two Cub Scouts and two Webelos for each den that the pack has. (Example: if your pack has two Webelos dens and four Cub Dens, your pack is entitled to send four Webelos and eight Cubs.)
5. The pack race and the district races are the only races held.
6. If a Cub qualifies to race in the district, but cannot attend the race, another Cub can come in his place and race the car for him.
7. Sportsmanship, fair play, goodwill, and fun are all important parts of the Cub Scout program.

Please make sure that the rules on the back of this sheet are shared with all participants and please use these same rules in your pack races.

Scenic Trails Council Official Pinewood Derby Rules

1. LENGTH, WIDTH & CLEARANCE

- a. Maximum overall width (including wheels and axles) shall not exceed 2-3/4".
- b. Minimum width between wheels shall be 1-3/4" so car will clear the center guide strip.
- c. Minimum clearance between bottom of car and track shall be 3/8" so car will clear the center guide strip.
- d. Maximum length shall not exceed 7".

2. WEIGHT AND APPEARANCE

- a. Weight shall not exceed 5 ounces. The readings of the Official Race Scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood and metal only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- b. Mercury shall not be used for adding weight. It is a potential health hazard.
- c. Details such as steering wheel, driver, spoiler, etc. are permissible as long as these details do not exceed the maximum length, width and weight specifications.

3. WHEELS AND AXLES

- a. Only the official Scout Grand Prix wheels and axles can be used. Axles may be polished. Wheels may be lightly sanded to remove the mold projection on the tread. This light sanding is the only wheel modification allowed. Beveling, tapering, thin sanding, wafering, or lathe turning of the wheels is prohibited.
- b. Wheel bearings, washers or bushings are prohibited.
- c. The car shall not ride on any type of springs.
- d. The car must be free-wheeling with no starting device or other propulsion.

4. LUBRICATION

- a. Only dry powdered lubricants, such as graphite, may be used. Regular oils and silicone sprays may soften the plastic wheels.
- b. Cars may be lubricated before inspection. No further lubrication will be permitted.

5. GROUND RULES

- a. The race is open to all Scouts registered in the district.
- b. Cars must have been made for this race. Cars made for a previous derby are not permitted.
- c. The race will be a double elimination conducted according to age classification.
- d. If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.
- e. If a car leaves its lane and interferes with another car, the heat will 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, which will automatically lose the heat.
- f. If a car suffers a mechanical problem, loses an axle, breaks a wheel, etc. and a repair can be affected in a reasonable time, the heat will be run again. If not, the car will automatically lose the heat.
- g. The scoring of the electronic finishing mechanism will be final.
- h. Only race officials and boys racing will be permitted into the registration and track area. This rule will be strictly enforced.

6. INSPECTION AND DISPUTES

- a. Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars which do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules.
- b. Any participant (including the parent of a participant) has the right of appeal to the Race Committee for an interpretation of these rules. The Race Committee, by majority vote, will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairman will be final.
- c. Unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.