



# Pinewood Derby 2006



Dear Parents and Scouts,

Welcome to Pinewood Derby "2006." For those of you new to Cub Scouting and the Pinewood Derby, this is a race of gravity-powered cars that the boys make themselves. Please read the rules document that follows to be sure your scout will be able to compete in the race and be eligible for the design prizes. There are changes from previous years and this document and the Race Committee will be the final authority.

Each scout will receive a car kit containing a block of wood, four wheels and four axels (nails). The Pack 76 car specifications and race rules are attached. While it's possible to race the car with only a few minutes of assembly work, most scouts spend several hours working with a parent on their car. This "woodworking project" may also fulfill a requirement for your scout's next rank award.

On race day, scouts first race among their rank level (age group). All scouts are guaranteed to race at least 3 times in randomly generated heats. The fastest cars at each rank level then face each other in the "rank finals". The 3 fastest at each rank level qualify for the "Pack finals." Awards will be presented to the top 3 scouts at each rank level and the top 3 in the Pack.

In addition to the race winners, we'll recognize design "winners" in the following categories at each rank level: Coolest Car, Best Scouting-themed Design, Best Workmanship, Most Original. With five rank levels, there will be a total of 20 design prizes awarded. Race winners are also eligible for design prizes.

This year we will have the help of Boy Scout Troop 78 for this big event. The Dens have also been assigned "jobs" that are necessary to make the event go. Please ask your Den Leader about your Den's role. If you would like to serve as a race official in addition to helping with your Den's assignment, please contact one of the Race Directors. Finally, if you have a connection to free, or deeply discounted, foods for our snack bar or potential prizes for our design winners, please let us know!

## **Your 2006 Pinewood Derby Race Committee,**

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## **Important Dates and Times:**

Friday, January 27<sup>th</sup> Weigh-in and registration (mandatory that each scout and his car be there!)  
6:30 to 8:30 PM at Great Valley Middle School (**NEW LOCATION**)

Saturday, January 28<sup>th</sup> Opening Ceremony at 8:30 AM, Races to follow  
Great Valley Middle School cafeteria

**Coffee, beverages, and breakfast items will be on sale on Saturday morning during the race. Prices are reasonable and any profits are used to defray the costs of the race.**

**Remember cars must be registered and weighed in on Friday evening, prior to race day!!! The weigh-in will end at 8:30 PM, and the Officials will only accept those that are in line at that time.**

Race officials will "do their best" to ensure that each scout is given an equal chance to win. We expect that in the "spirit of scouting," all vehicles entered will have been made for this year's competition. Please remember that this is a scout activity, where the scout should be doing most of the work. It is understood that some adult help will be required for the sake of safety and instruction.

## Pack 76 2006 Pinewood Derby Rules

### General rules for weigh in and qualifying inspection:

No wet paint. Cars with wet paint will not be accepted.

Vehicle must have parts (including wheels that spin) firmly attached.

Vehicle must roll freely and have bottom clearance to straddle the guide strip.

Only cars built with from the "Cub Scout Pinewood Derby Kit" shall be allowed to race.

Construction of ALL entries MUST have begun AFTER last year's (2005) Pack 76 Pinewood Derby Races.

Each car is stamped with a number "06" on the bottom, which indicates it is a car to race in the year 2006.

Scouts should put their first name, last name, and den on the bottom of the car. It must be on permanently so that the officials know the owner at all times.

Official numbers are available from the Race Committee. Scouts are encouraged (but not required) to incorporate their official number into their design.

### Length, Width And Clearance

Maximum length shall not exceed 7".

Maximum height shall not exceed 3 1/2".

Maximum overall width (including wheels and axles) shall not exceed 2 3/4".

Minimum width between wheels shall be 1 3/4" so car will clear the center guide strip.

Clearance between the bottom of the car and the track shall be 7/16"

<<< Note change to accommodate our track. Was 6/16" (or 3/8"), stock car is 8/16" (or 1/2") >>>

The wheelbase (distance between front and rear axles) may not be changed from the kit body distance of 4 1/4".

Details such as steering wheel, driver, spoilers, decals, painting, and interior are permissible, as long as these items do not exceed the maximum length, width and weight specifications.

The car must have a solid front; no part can extend beyond the starting gate. The entire car must stage behind the starting pin (located in center of lane.)

### Weight And Appearance

Weight shall not exceed 5 ounces. The readings of the Official Race Scale will be considered final.

All weight must be securely fastened to the car, e.g. by permanent glue, hot glue gun, nails or screws, but not by "sticky substances", e.g. tape, or tack spray.

Mercury shall not be used for adding weight. It is a potential health hazard. Scout and craft shops sell specifically-designed

### Wheels And Axles

Only the Official Scout Grand Prix wheels and axles of the type that are supplied with your kit can be used.

Wheels must have 'official B.S.A.' stamped on the inside of the wheel rim

Wheels can be sanded to remove surface imperfections, but the surface that touches the track must be left flat and at least 1/4"

The axle holes cannot be moved (see Length,Width, Clearance rule above about wheelbase.)

Wheel bearings, washers or bushings are prohibited on the wheels or axles. No hubcaps allowed.

The car should not ride on any type of springs or suspension.

The car must be freewheeling with no starting device or other propulsion.

Axles may be polished.

### Lubrication

Only powered graphite may be used. No 'wet' lubrication

Cars may be lubricated before inspection. No further lubrication will be permitted once the car has been impounded.

### Inspection and disputes

The Cub Scout MUST enter his own car. This means that the Cub Scout must be present at "Inspection and Registration" to enter his car into competition, and be present during the racing.

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 any violations and be given an opportunity to make corrections as needed up until the Official Inspection Team table closes.

Any participant (including the parent of the participant) has the right of appeal to the Race Committee for an interpretation of these rules. In case of a tie vote, the decision of the Race Chairperson will be final.

Ungentlemanly, unsportsmanlike or unscoutlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.

Only Race Officials will be permitted into the registration and track area. This rule will be strictly enforced.

The race is run on a point basis, with the lowest combined points winning within a rank level. Cars will be raced at least three times within a rank. Cars will be selected at random to run against cars at their own level: that is, Tigers against Tigers, Bears against Bears, etc. The top winners of each level will get an award and a chance to race against the other levels to determine the three fastest vehicles of the Pack.

### Racing

Race Officials will determine the "fairness" of each lane prior to the race and do their best to minimize the impact of any "slow" lanes. Multiple randomly-generated heats will effectively eliminate any impact on scoring in the preliminary heats. The Rank and Pack finals will not necessarily involve multiple heats and the "luck" of the lane draw may be a factor.

If, during a race heat, a car leaves its lane and, in so doing, interferes with another racer, the Race Officials may declare that car at fault and to have lost the heat. The Race Officials will decide if the heat will be run again and whether the offending car

If, during a race heat, any cars do not reach the finish line, the heat will count and placing will be determined by how far each car went within its lane.

In the event of a heat tie, points will be assigned as registered. For example, 2 cars may tie for 1st (1 point each) and next car to finish will place 3rd (3 points.)

If in an event of a tie in the Rank or Pack finals, Race Officials may request an additional heat (between the tied cars only) to determine the winner.

If a car suffers a mechanical problem, loses a wheel, etc. and a repair can be accomplished immediately, the heat will run again. If repairs would delay the Derby, the car, when repaired, will run in a suitable heat as determined by the race director. The Cub Scout must do all emergency repairs in the pit area only. Parents may supervise but not assist. (No lubrication is allowed at this time.) If the car cannot be fixed in a reasonable amount of time, the car will be disqualified.