

Choctawhatchee District Pinewood Derby Rules

Santa Rosa Mall
Fort Walton Beach

March 20, 2010

Tentative Schedule

WEBELOS II

CHECK-IN: 9:00-9:30 am

RACE: 9:45-10:45 am

WEBELOS I

CHECK-IN: 9:30-10:00 am

RACE: 11:00-12:00 pm

BEAR

CHECK-IN: 10:30-11:00 am

RACE: 12:15-1:15pm

Firefighter Race 1:15 pm

WOLF

CHECK-IN: 11:30-12:00 pm

RACE: 1:30-2:30 pm

TIGER

CHECK-IN: 12:30-1:00pm

RACE: 2:30-3:30 pm

Times will be adjusted to accommodate the needs of the race.

Cub leaders are responsible for giving these rules to their cub scouts and making sure they abide by them whether or not the pack uses them at their own races.

Cub leaders are to complete and submit the Pack Registration Form to the District Pinewood Derby Coordinator-Dave Worn
E-mail copefwb@cox.net or turn in at the March Roundtable

Welcome to the Fun and Excitement of the Pinewood Derby!

One of the goals of Cub Scouting is that boys should have fun. The first Pinewood Derby was run in 1953 and has been a fun part of Cub Scouting ever since.

The Pinewood Derby tops the list of fun activities that Cub Scouts can participate in. This is a fun activity under conditions that promote learning, competition, sportsmanship and respect for others; A fun activity, which can stay with a boy the rest of his life. The boys should have fun while doing their best, building the best car they can. The boy who puts his own effort into his car can be proud that he "Did His Best".

Learning is an important part of the Pinewood Derby. The Cub Scout should not only learn about concepts such as friction and gravity, but they should learn how to work with tools safely. The amount of hands on help needed by the Scout depends on the ability and experience of the boy. A Tiger Cub would need more help and supervision than a second year Webelos Scout.

In competition, there is always a person that wins and a person that loses. Competition drives us to do our best. By participating and competing, we broaden our knowledge, our skills and become a better person. The only loser is the person who refuses to better his or herself.

Sportsmanship involves both following the rules and how you behave at the Pinewood Derby. No matter how your car performs, you want to behave in a manner which will allow you to feel good in days to come.

Following the rules in the Pinewood Derby Kit and those established by the Race Committee are important.

Good leadership requires the adults to set the example for the Scouts to follow.

This edition of the Pinewood Derby Rules for the Choctawhatchee District has been assembled from several previous editions. Input from Scout leaders and Cub Scouts was also taken into consideration. The intention is to provide a clear set of rules that will help everyone involved create an opportunity for boys to learn and do while having a good Scouting experience.

Racing Event:

The Choctawhatchee District Pinewood Derby Race will be a two car, head to head, double elimination competition. The initial chart placement will be conducted randomly.

Qualification:

Each pack may enter one cub Scout in each division. One Tiger Cub, one Wolf, one Bear, one Webelos I, and one Webelos II scout from each Cub Scout Pack may enter the race. **In case of absence, a Cub Scout from the same Pack, in the same Cub Scout Year, may be substituted on the day of the race.** The substitute Cub Scout must race his own car. No Cub may race two cars.

Attendance:

The Cub Scout must be present and enter his own car into competition. The Pinewood Derby Car must be constructed for the current year's Pinewood Derby.

Registration:

Each Cub Scout will present his own car for registration abiding by BSA and the current Choctawhatchee District Pinewood Derby Rules.

TECHNICAL STANDARDS

Body:

Only the official BSA pinewood derby kit is allowed. The block of wood from the kit, or portions thereof, must be prominent in the design. "Add-ons", special paint, decals, decorations, etc. are allowed.

Wheels and Axles:

The wheels and nails from the official BSA kit are to be used. Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass or in reducing the tread (track contact) width from the original kit wheels. The words "Official BSA Made in USA" 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. It must be obvious to the judges that the wheels and the nails from the kit are being used.

Size and Weight:

Weight: up to five (5) ounces (total weight)

Length: up to 7 inches, Width: 2-3/4 (2.75) inches, Height: 3 inches

As determined by the official gages and scales during race day check-in. (Underside clearance 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 the car will run on the racetrack. The builder is responsible for proper clearance.

Weights and Attachments:

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 must be securely fastened to the car by permanent glue, nails or screws; not by "sticky substances" such as tape or tack spray. Weights shall be non-moveable, non-magnetic, non-electric and non-sticky.

Lubricants:

Only dry graphite or BSA white lube (PTFE) may be used.

CONDUCT OF THE RACES

Track Commissioners are responsible for the proper conduct of the races. Decisions of Track Commissioners on questions of rules interpretations and procedure may be appealed to the Event Chairman. Decisions of Track Officials on questions of fact may not be appealed beyond the Event Chairman.

Commissioners:

The Inspection Judges at race-day check-in are responsible to evaluate each car's adherence to the technical standards. Their decision may be appealed to the Track Chairman and the Event Chairman, who after consultation with the inspection team, the Scout, and his parent/assistant, shall render a final, binding decision.

Impounding:

Once the car has been inspected and weighed, the Scout will place his car in the pit area provided. The car may not be lubricated, modified or otherwise improved between or during the race after acceptance by the Race Officials. The car becomes the temporary possession of the Derby Commissioners staff.

Car Handling Responsibility:

Race Commissioners shall be responsible to stage the cars at the starting line, to retrieve the cars at the finish line (after the race has been called) and return the cars to the pit after the heat is finished.

Car Repair:

The Derby Commissioners may release possession of the car to the Scout. 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, but may receive no other assistance. If a car is damaged due to a Track fault or due to fault of another car or Scout, then the Track chairman, at his sole discretion, may allow additional repair assistance, within the confines of the Pit Area.

Car Interference:

If, during a race heat, a car leaves its lane and interferes with another racer, then the car at fault shall be declared to have lost the race heat.

Car Leaves Lane:

If, during a race heat, a car leaves its lane but does not interfere with its opponent, normally the race will be called.

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.

Track Fault:

If a car leaves its lane, at his sole discretion, the Track Chairman may inspect the track and, if a track fault is found which probably caused the initial violation, the Track Chairman 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.

Call to Race:

Competitors will be called by their Racing name. When the Cub Scout is called he should come to the starting gate to be sure his car is entered correctly.

Appeals:

The Cub Scout must bring all questions to the Track Officials promptly. If a question comes up which is not covered in the rules, the Race Commissioner will make a decision which will be as fair as possible and will be final.

Finish Line Judging:

Three impartial finish line judges, assigned by the Track Chairman, shall be at the finish line to call each heat. Heat finish judging is by majority rule. The track's electronic finish line sensor if available, may serve as one of the judges.

Lane Selection:

Lane and placement will be by random selection. A fair rotation of the lanes will occur during elimination heats.

Chart Assignment:

The race Statistician will record and post if possible, charts showing the position or status of the cars.

Double Elimination:

A car must be eliminated twice before it is out of the race.

Choctaw District Pinewood Derby Registration Form

The following scouts are eligible to race in the district race.

_____ (Cubmaster --- Please Print)

Phone Number _____ Pack Number _____

Scout's Name (print) Parent's Signature

Tiger 1st _____

Tiger 2nd _____

Wolf 1st _____

Wolf 2nd _____

Bear 1st _____

Bear 2nd _____

Webelos I 1st _____

Webelos I 2nd _____

Webelos II 1st _____

Webelos II 2nd _____

**Parents and scouts have read and agree to abide by the
Council Pinewood Derby Rules.**