

Old Hickory Council BSA

Piedmont District

Pinewood Derby Championship

Rules, Regulations & Information

March 28, 2015



HANES MALL

The Piedmont District Pinewood Derby Race Championship Races are coming! The schedules, details and rules and regulations are enclosed in this guide. For additional questions or clarification please contact Wesley Hutchins at [336] 817-1437.

Entries

Each Pack is invited to register one Cub Scout in each of the four rank categories (Tiger, Wolf, Bear and Webelos). Thus, up to 4 Cub Scouts per pack are permitted to participate. The District Pinewood Derby is not an open event and all participants must be pre-registered by their Pack Committee or leadership.

Registration and rules are as follows:

Packs must pre-register their entries by no later than Friday, March 6^{21st} 2015 to Wesley Hutchins at whutchins522@gmail.com.

Run-off Champions must pre-register to Wesley Hutchins at whutchins522@gmail.com for the Championship by no later than Saturday, March 21, 2015.

Date and Times

Rank	Registration	Competition
Set-Up	8:00 – 9:00	
Tigers	9:00-9:50	10:00-10:30
Wolves	10:00-10:50	11:00-11:30
Bears	11:00-11:50	12:00-12:30
Webelos	1:00-1:50	2:00-2:30
Take Down	3:00-4:00	

COST

There is a \$3.00 per participant/scout fee payable at the registration table at check in.

RULES

Wheel bearings, washers, and bushings are prohibited. The car shall not ride on springs. Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted. Only dry lubricant is permitted. Details, such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width and weight specifications. The car must be free-wheeling, with no starting devices. Each car must pass inspection by the official inspection committee before it may compete. If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make the adjustment. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.

BUILDING INSTRUCTIONS

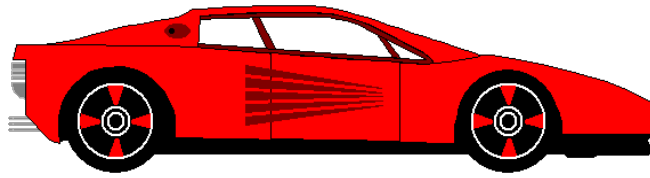
Check the grooves to ensure that each is at a perfect 90-degree angle to the car body. A car with untrue axles tends to steer to one side or the other, causing it to rub up against the side of the lane strip, slowing it down. You can check the groove angles by using a square, a protractor, or even a piece of paper.

Choose your favorite design, then mark the block accordingly (See Figure 1). Lay car body on the side, then gently drive the axles into the grooves within 1/4" of the axle head. Axles should fit tight. With a pair of pliers, remove axles by pulling and turning gradually (See Figure 2). Repeat on the other side of block. Most of the cutting can be done with a hand saw, then finished with sandpaper (See Figure 3). Details such as fins and scoops should be added now. Any additional weight needed to achieve a total of 5 ounces should be built into the car.

NOTE: If the car design you chose has a narrow body, make sure the area where the axles are inserted into the body remains 1-3/4" wide, or wheels will not fit over the guide strips of the track.

PAINTING AND WHEEL ASSEMBLY

Apply several coats of sanding sealer; then sand entire car with a fine-grade sandpaper. Give model at least two coats of fast drying paint, in your choice of color. When paint is completely dry sand with a fine sandpaper, apply a final coat of paint and allow to dry thoroughly. To finish, rub entire car with a rubbing compound. Details such as windshield, driver, racing numbers, etc., should be added now. For a super finish apply a coat of auto wax and rub to a high gloss. Pre-lubricate axles and wheels using, dry powdered lubricant. Do not use regular oil or silicone spray, since it may soften the plastic. Slide wheels over axles, then gently tap them into the car body grooves with a 1/4" dowel or similar object to within 1/32" of car body. Make sure wheels turn freely.



Official Car Requirements

1. Each participant must be a registered Cub Scout to enter this year's race and each Scout must be present to race his car. **PRE-REGISTRATION IS REQUIRED. NO WALK ONS!**
2. Wheels may only be lightly sanded to smooth out Use only Official BSA Pinewood Derby Kit wood, wheels, and nails. (*Other wheels & kits are available on the internet that give a very unfair advantage.*) molding imperfections in the tread area. Beveling, tapering, thin sanding, wafering, or lathe turning of the wheels is prohibited. The decorative dots on the wheel treads may not be removed. (*Lathing of wheels can make cars much faster.*)
3. Motors, engines, or other propulsion may not be used.
4. The Minimum Front Nose Width shall be at least 0.5" and parallel with the front axle to operate properly on the track. Cars must be no more than 3.5" high to fit under the finish gate.
5. All cars are to be inspected and stored safely prior to the race. (*This allows time for Scouts to make changes if needed.*)
6. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
7. The overall length of the car shall not exceed 7 inches.
8. The overall width of the car shall not exceed 2 ¾ inches.
9. The car must have 1 ¾" clearance between the wheels
10. The car must have 3/8" clearance underneath the body.
11. The wood provided in the kit must be used. The block may be shaped any way that is desired
12. The wheels supplied with the kit must be used. The wheels may not be cut, drilled, beveled or rounded. You may remove the seam from the wheels.
13. The axles supplied with the kit must be used. They may be polished or lubricated.
14. Wheel bearings, washers or bushings are prohibited.
15. . The car must not ride on any type of springs.
16. The car must be freewheeling, with no starting devices
17. No loose material of any kind, such as lead shot, may be used.
18. At the race judge's discretion, and under his/her supervision, a repair time of three (3) minutes will be allowed for repairs on cars damaged while competing. Should the car be called to race during the 3 minute period, the race will be halted until the car is repaired or the 3 minute period has expired. Should the 3 minutes expire before the repair is completed, repairs may continue, but the car will forfeit any heats while repairs are made. Missed heats cannot be made up.
19. Over zealous parents may cause the disqualification of their son's car! Please remember this is the boys' race for the boys to enjoy.
20. **All decisions of the judges are final.**

Each car must pass inspection by the official inspection committee before it will be allowed to compete in the run-off and/or Championship races. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications.