

THE PIT STOP! Your Pinewood Preparation Pall

All Scouts should have received their Pinewood Derby kits and should begin sawing, sanding, painting, and polishing their cars into speeding darts threatening all existing land speed records. Our "unofficial" weigh-in and test track races will be held on *January 22nd at 7:15pm at Greenwood*. The Derby will be held at Fahrquar Middle School on Sunday, January 25th. "Official" weigh-in begins at 12:30; race time is 1:00 PM!!

1. Length, Width, and Clearance

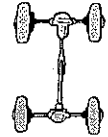
- a: Overall width (including wheels and axles) shall not exceed 2 3/4 (2.75) inches.
- b: Width between wheels shall not be less than 1 3/4 (1.75) inches.
- c: Clearance between bottom of the car and track shall not be less than 3/8 (0.375) inches in order for the car to clear the center guide strip.
- d: Overall car length shall not exceed 7.0 inches.
- e: The wheelbase (distance between the front and rear axles) may not be changed from the kit body distance of 4 1/4 (4.25) inches.
- f: Overall height shall not exceed 7.0 inches, so as to clear the start structure at the head of the track.
- g: Commercially precut Pinewood Derby car kits may be used, but car must meet Specifications 1 a - 1 e. Wheels and axles found in commercial kits may not be used in competition. The only wheels and axles that are permitted are those found in the Official Cub Scout Pinewood Derby Car kit.



2. Weight and Appearance

- a: Weight shall not exceed 5.0 ounces. The readings of the official race scale are final. The car may be hollowed out and built up to the maximum weight by the addition of wood, metal, plastic, paint, or decals only, provided such weights are securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- b: Details such as steering wheel, driver, spoiler, decals, paintwork, and interior details are permissible as long as these do not cause the car to exceed the maximum length, width, and clearance specifications.

c: Cars with wet paint or glue will not be accepted at registration and weigh-in.



3. Wheels and Axles

- a: Only the wheels and axles provided with the Official Cub Scout Pinewood Derby Car kit may 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, or wafering of the wheels are prohibited.
- b: Extra wheels (those in excess of the usual four) are permitted only if they do not contact the track surface and if they conform to all other specifications.
- c: Wheels must contact the car body. The use of bearings, bushings, or spacers between the wheel and car body are prohibited.
- d: The car must be free-wheeling with no starting devices, springs, or other methods of propulsion.

4. Lubrication

- a: Only dry powdered lubricants, such as graphite, may be used. **Regular oils and silicone sprays are prohibited!**
- b: Once the car is registered, only the Derby Committee will handle the car. Be sure that you have lubricated the axles and completed any last-minute repairs before you register the car.

5. Inspection

- a: Each car must pass inspection and weigh-in before it will be allowed to compete. The Inspection Team shall disqualify those cars which do not conform to the Specifications 1a - 4b. Car owners will be informed of the violations and given the opportunity to modify the car to meet the specifications.



6. Competition

- a: The race is open to all Tiger Cubs, Cub Scouts, and Webelos registered in good standing with Pack 434. All Scouts and leaders shall wear their uniforms to the Derby.
- b: Cars must have been made for the 2009 Pinewood Derby. Cars made for previous competitions are not permitted.
- c: The competition will be double elimination with each car running at least twice before being eliminated from competition.
- d: If a car comes off the track or leaves its lane and interferes with another car during the race, a "no race" will be declared, and the heat run again. If the same car comes off the track a second time, it will automatically lose the heat.

e: If a car suffers a mechanical problem, a "no race" will be declared, and the owner will be given three minutes to accomplish repairs. The heat will run again. If repairs cannot be completed in three minutes, that car will automatically lose the heat.

f: If a car or cars do not make it to the finish line, the car closest to the finish line will be declared the winner.

g: There is an electronic gate at the finish line which determines the order in which the cars finish. In the event of a tie the heat will be rerun.

h: Only race officials will be permitted into the track area.

7. Disputes

a: Any participant (including the parent of the participant) has the right to appeal to the Pinewood Derby Race Committee for an interpretation of the rules. Decisions of the Race Committee and the Pinewood Derby Race Chairman are final.



8. Awards

a: Trophies will be awarded for the first three places in each Tiger, Wolf, Bear, Webelo Den. A participation ribbon will be presented to each participant.

b: The Tiger, Wolf, Bear, First-year Webelos, and Second-year Webelos first-place winners will represent Pack 434 at the District competition (if one is held).

c: Appearance awards will be awarded in the following categories:

- Most patriotic
- Most old fashioned
- Most original
- Best Scout Spirit
- Most scary
- Most racy
- Best paint job
- Best design
- Funniest

SPECIAL NOTE TO ALL SCOUTS AND PARENTS

This project is a parent and son event, and is recommended as such by the National Boy Scouts of America. The Pinewood Derby Committee **STRONGLY SUGGESTS** that each parent emphasize this idea with your son.

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 a little 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. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. 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.

