



District Pinewood Derby

Information and Official Rules

General Information

District Race Day:	Saturday, March 27, 2010
Location:	Rascal's Fun Zone, 629 US 31 South, Whiteland
Check-in:	9:30 – 10:30 am
Racing begins at:	11 am
Pack races:	Must be completed by March 18, 2010
Registration Deadline:	10 am Friday, March 19, 2010

Purpose

The main purpose of the Pathfinder District Pinewood Derby is for Cub Scouts and their parents to spend time together working on a **FUN** project. While we understand that a Cub Scout will need assistance to complete this project, it is not meant to be a contest to see which parent can build the best car.

Another purpose of the Pinewood Derby is to help teach boys about sportsmanship. There are specific rules that need to be followed. Teaching the boys how to compete, while still following the rules, is an important lesson. Showing respect for others, whether they win or lose, is also a lesson for the boys to learn.

- Unsportsmanlike conduct will not be tolerated. The derby officials have the authority to disqualify any Cub Scout from competing or ask any adult to leave the building if they behave in an un-sportsmanlike manner.

Finally, help your son remember the Cub Scout Motto – **“Do Your Best”**. The following statement comes from a former derby official:

While helping at one of the tables after the District Pinewood Derby, a scout said to me, “Forty-fifth! I did terrible.” I explained to the scout that he did great. The difference between his car and the first car was only .8 of a second and that was the total difference to be divided by four races. I asked him if he could count to .2 of a second. It is quite possible on a different day, with a different order of cars; his finishing place could have been different. I also told him that 45th out of over 1,000 Cub Scouts in the district was really good.

Remind your Cub Scout that getting to the District Pinewood Derby is a great accomplishment. If he did his best – he is living up to the Cub Scout motto.



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Qualifying

There are five divisions that boys qualify to participate in:

- Tiger** Division – for Cub Scouts in 1st grade
- Wolf** Division – for Cub Scouts in 2nd grade
- Bear** Division – for Cub Scouts in 3rd grade
- Webelos** Division – for Cub Scouts in 4th & 5th grade *
- Design** Division – for any Cub Scout in grades 1-5 **

Your pack can register **two** cars in each of the racing divisions (2 Tigers, 2 Wolves, 2 Bears and 2 Webelos) and **one** car for the Design division to participate in the District Pinewood Derby.

* **Special Note about the Webelos Division** – By March, all boys in the 5th grade should have already transferred to Boy Scouts. However, if a boy was a Webelos at any time during 2009, he will be able to participate (even though he may be a Boy Scout at the time of the race).

** **Special note about the Design Division** – Cars entered in this division will not be able to compete in a racing division. The reason they can't race is because the cars will need to be on display so the Cub Scouts can vote on them.

For any Cub Scouts that missed their pack pinewood derby race, or didn't qualify from their pack – there will be an "Open" division.

Registration

- One person from your pack will need to register your Cub Scouts using the online registration system at www.pathfinderbsa.org. This is the only way we have to verify that the Cub Scouts actually qualified from your Pack.
- Each pack can register a maximum of nine Cub Scouts (2 Tigers, 2 Wolves, 2 Bears, 2 Webelos and 1 design car).
- Cub Scouts or their parents **may not** register on their own for the Tiger, Wolf, Bear, Webelos or Design divisions. They may register on their own for the Open division.
- Only Cub Scouts registered online will be allowed to participate. Walk-in registrations will not be accepted.
- Cub Scouts must be present to race their car. If a Cub Scout is unable to attend, the pack may appoint a substitute no later than 10 am on March 19, 2010. The substitute will race his own car.
- Payment of \$5.00 per Scout will be due at check in.
- Registration will close at 10 am on Friday, March 19, 2010.



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How to register online:

- ✓ Go to www.pathfinderbsa.org.
- ✓ Go to the "Activities" page.
- ✓ There will be a link to the registration page in the Pinewood Derby section.

Information about Race Day

- Cub Scouts will need to check in their cars between 9:30 – 10:30 am. Arriving at the beginning of the check in period will allow you time to make changes to your car if it doesn't pass inspection the first time. Please understand that there may be a long line at check in – it does take time for the judges to inspect each of the cars.
- If we have enough race volunteers, there will be separate check-in stations for each division (Tiger, Wolf, Bear, Webelos, Open and Design).
- At check-in, each Cub Scout will receive a ballot for the design division. One vote per scout.
- The races will be conducted on tracks that use electronic timers. Each car will be raced 4 times (one time on each lane of the track) to determine their average time.
- The computer programs are designed to race the cars at random. Therefore, the derby officials will not be able to tell you in advance when your car will be racing.
- Any disputes will be handled by the rules interpretation judge who has the final decision.
- While the boys are waiting for their cars to race, they can play the arcade games and mini bowling at Rascal's Fun Zone. These activities are not included in the \$5 registration fee, so parents will need to decide to purchase tickets for these activities on an individual basis. Food and beverages will also be available for purchase from the Rascal's concession stand.

Trophies will be Awarded

- To the 1st, 2nd and 3rd place finishers in each of the racing divisions.
- To the 1st, 2nd and 3rd place finishers in the Design Division (based upon votes received from registered derby participants).

District Grand Champion

- The four fastest cars from the racing divisions (including the Open division) will participate in a race off to determine the District Grand Champion.
- The Grand Champion will receive possession of a traveling trophy for one year and will have his name engraved on the trophy. The winner will need to return the traveling trophy to the district by March 1, 2011.



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Volunteers Needed

It takes many adult volunteers from different Cub Scout packs to run the District Pinewood Derby. Below are some areas where we need your help:

- We need at least 1 additional track with electronic timing systems and the people to run them.
- Adults are needed early Saturday morning to set up the race area and the tracks.
- Adults are needed on Saturday to serve as derby officials. The derby officials will help check in the cars and conduct the races.

If you are interested in helping with the District Pinewood Derby or have registration questions please email the chairman: **Larry Pence** at lpence@lilly.com.





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Official Rules for the Racing Divisions:

Please review the rules carefully – *these rules may be slightly different than the rules your pack uses.*

- Cub Scouts must be present for their car to compete.
- All cars must meet the following inspection points:
 1. Cars should be built from the materials in the official Grand Prix Pinewood Derby kit sold by the Boy Scouts of America.
 - Only axles and wheels provided in the BSA kit will be permitted. If you use another manufacturer's kit from Hobby Lobby, etc. for the body of your car, you will need to purchase official BSA wheels and axles to use on the car. The wheels and axles can be purchased at the Crossroads of America Council Scout Shop.



To determine that the wheels meet the requirement stated above – the derby officials will need to be able to read “BSA” and “Pinewood Derby” on the side of each wheel.

2. The maximum width of the car, including wheels and axles, shall not exceed 2.75 inches.
3. The minimum width of the car between the wheels shall be 1.75 inches. There is a guide strip on the track that is 1.75 inches wide.
4. ***The minimum underside car body to track clearance must be 3/8”.***
5. The maximum height of the car shall not exceed 5.50 inches. This height limit is in place so that the cars will fit under the finish line gates used with the electronic timers.
6. The total length of the car shall not exceed 7.00 inches.
7. The weight of the car shall not exceed 5.00 ounces. Please note that some scales are more accurate than others. To be fair to all participants, the scales used by the district at the race location will be deemed official scales and will be used to determine the weight of each car.
8. Dry powder lubricant is allowed on the axles. The powder must be applied before entering the building. No lubricants will be allowed inside the building.
9. Liquid lubricant is not allowed.
10. Wheel bearings, washers and bushings are not allowed.
11. The car shall not ride on springs.
12. The car must be freewheeling, with no starting devices.
13. ***The car shall have No movable parts/objects/liquid on or contained within the car other than the wheels.***
14. ***The front of the car cannot be grooved or slotted in any manner that extends the car past the starting pin.***



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If a car does not pass inspection:

- The Scout and his parent can make alterations to the car until check-in closes.
- If alterations can't be made before check-in closes, the car will not be allowed to race.

After the car has passed inspection:

- No changes or repairs will be allowed without the approval of a Derby official.
- If during the event a liquid lubricant is detected on any division car - that car will be immediately disqualified.

For rules Interpretation and Clarification

Contact **Larry Pence** at lpence@lilly.com.