

# **Cub Scout Pack 370 Pinewood Derby**

**Race Day 2012  
Friday, January 28<sup>th</sup> 6-9pm  
GABC Lighthouse  
Children's Building Room 255**

**Early Check-In begins at 5:15**

**YOUR CAR MUST BE CHECKED IN BY 6PM  
TO BE JUDGED FOR STYLE**

**STYLE JUDGING,  
PRE-RACE ACTIVITIES,  
AND ANNOUNCEMENTS 6:00 – 6:20**

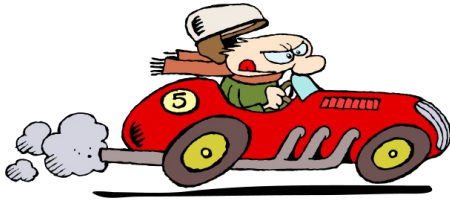
## **Race Schedule:**

**(awards will be presented at the end of each group's race)**

<b>Tigers</b>	<b>6:20 – 6:40</b>
<b>Wolves</b>	<b>6:40 – 7:00</b>
<b>Bears</b>	<b>7:00 – 7:20</b>
<b>WEBELOS I</b>	<b>7:20 – 7:40</b>
<b>WEBELOS II</b>	<b>7:40 – 8:00</b>
<b>OPEN I</b>	<b>8:00 – 8:15</b>
<b>OPEN II</b>	<b>8:15 – 8:30</b>
<b>GRAND CHAMPION RACE</b>	<b>8:40</b>

**GRAND CHAMPION AWARDS PRESENTATIONS 8:45**

**PHOTOS AND  
CLEAN UP 8:50 - 9:00**



# Cub Scout Pack 370 PINWOOD DERBY 2012 RACE RULES



## 1. CARS

All cars should be made from the official Boy Scout pinewood derby kits provided by Pack 370. Substitute wooden blocks (NOT pre-cut cars) are allowed provided they are made of pine and fall within the same size restrictions listed below. Please contact your Den Leader if you need any replacement parts.

## 2. LENGTH, WIDTH, HEIGHT & CLEARANCE

- a. Maximum overall width (including wheels & axels) shall not exceed 2.75"
- b. Minimum width between wheels shall be 1.75" so car can clear the wheel guides on the track
- c. Minimum clearance between bottom of car and ground shall be 3/8" (0.375").
- d. Maximum length shall not exceed 7".
- e. No portion of the car can extend beyond the starting gate as this would create an unfair advantage.
- f. Maximum height may not exceed 3" (from bottom of tire to top of car)

## 3. WEIGHT & APPEARANCE

- a. Weight shall not exceed 5.0 ounces. The reading of the official race scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood, metal or plastic only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- b. Mercury shall not be used for adding weight as it is a hazard.
- c. Details such as steering wheel, driver, spoiler, decals, painting, and interior details are permitted as long as they do not exceed width, length, height, and clearance allowances.
- d. Cars with wet paint will not be permitted to race.

## 4. WHEELS & AXELS

- a. Only the official Scout Grand Prix wheels and axels can be used. Wheels must have "Official B.S.A." stamped on the inside of the wheel rim.
- b. Wheels can be sanded to remove surface imperfections, but the surface that touches the track must be left flat and at least 1/4 wide".
- c. Wheel bearings, washers or bushings are prohibited.
- d. The car shall not ride on any type of springs.
- e. The car must be free-wheeling with no starting device or other propulsion.
- f. The wheel base location of the car may be adjusted as long as you still meet the maximum length, width, height, and clearance specifications.
- g. Hubcaps or similar items used to keep the wheels lubricated are prohibited.
- h. Spoke Wheels and/or modified wheels are prohibited.

## 5. LUBRICATION

- a. Only dry powdered graphite may be used. Regular oils and silicone sprays or other liquid lubricants may soften the plastic wheels or fowl the racing surface and will not be accepted.
- b. Cars may be lubricated before official check-in on Race Day. No further lubrication will be permitted after official check-in.

## 6. GROUND RULES

- a. The race will be divided into seven (7) groups as follows - Tigers, Wolves, Bears, Webelos I, Webelos II, Open I (age 15 and under), and Open II (age 16 and over).  
Cub Scouts must be registered with Pack 370 in order to race.
- b. Cars must have been made for the 2012 race. Cars made for a previous Cub Scout Pinewood Derby are not permitted.
- c. If a car should jump the track and interfere with another car, the heat will be re-run. If the same car leaves the track a second time and interferes with another car, it will be given a 4<sup>th</sup> place designation for its remaining heats.
- d. If a car jumps the track and does not interfere with another car, it will be given a default finish time of 4<sup>th</sup> place.
- e. If a car suffers from a mechanical problem (looses a wheel or an axel for example) and a repair can be made in a reasonable time, the heat will be run again. If not, the car will lose the heat.
- f. Only Race Officials and Scouts racing that heat will be permitted in the race area. This will be strictly enforced. Ample seating will be provided for our guests and participants.

## 7. SCORING

Each car will run in four heats, and it will run once in each lane. It will be give a score of 1, 2, 3, or 4 that correlates to the place it finishes the heat. The four scores are added together for a total. The lowest three totals are 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place. In the event of a tie score there will be a head-to-head run off. Lane determination will be random for the tie-breaker races.

## 8.INSPECTION AND DISPUTES

- a. 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 the violations and given an opportunity to modify the car to meet these rules.
- b. Any participant (including the parent of the participant) has the right of appeal to the Race Committee for an interpretation of these rules. The Race Committee, by majority vote, will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairperson will be final.
- c. **GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED.** Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/ or grounds.

## 9. AWARDS

- a. Our intent is to provide every Scout that makes a car and participates in the Pinewood Derby a patch. In order to receive a patch, the Scout must make a car according to the Pinewood Derby Rules and attend the race day event.
- b. First, Second, and Third Place trophies will be awarded for Speed and Style (design) for each group (Tiger, Wolf, Bear, Webelos I, and Webelos II, Open I & II).
- c. **The Grand Champion for SPEED** for all Dens will be awarded to the fastest car among the 1st place winners from each den.
- d. **The Pack Choice for STYLE** will be picked by the boys. Each boy casts one vote for the best looking car. (Boys are encouraged to vote for a car other than their own).

# DESIGN CONTEST JUDGING CRITERIA

The Design Contest will be judged by guest judges. Siblings or relatives of any of the participants will recuse themselves from judging in any applicable group. The Design Contest judges will take the following into consideration when assigning a score to each car. Cars can receive a score from 1 to 5 in each category. The car with the most total points will be deemed the winner.

## 1. UNIQUENESS / IMAGINATION

This category will evaluate the conceptual thinking the Scout gave to his work as well as his attention to meeting all Official Pinewood Derby specifications.

Example: A car looking like a unique object such as a pencil, arrow, character, or specific type of car.

## 2. CRAFTSMANSHIP

This category will consider the effort that was put into the fit and finish of the vehicle by the Scout.

Example: The smoothness of the service, fit of the parts, gloss of the paint, etc. are judged.

## 3. COLOR USAGE/ ARTISTIC EXPRESSION

In this category, the usage of color is judged.

Example: How well different colors are used express and enhance the design of the car.

## 4. DETAILING

In this category, the blending of all the parts that make up the car is evaluated.

Example: How the usage and placement of all parts contribute to the overall appearance.

## 5. GRAPHICS

The utilization of numbers, decals, painted symbols, etc. are judged as they relate to the design of the car in this category.

Example: The contributions of these items towards the overall appearance of the car- in the same way icing decorates a cake.

**NOTE: We do not recommend the use of reflective or holographic decals or stickers on the cars as they may confuse the light sensors used on the track and record your place incorrectly.**

