



1st North Springfield Scout Troop Pinewood Derby

Your Challenge if you choose to accept, is to make a car with the kit we have given you. You can carve and shape the wood to make a creative and imaginative car. You have two weeks to build the car and on the 7th of April you will race your car down a sloped track, which has been specially made for pinewood derby racing. Below there is some advice and the rules, which must be read thoroughly before the race and the construction of your car.

Advice

- Read all the rules.
- Ask parents if you need help with tools but remember it should be your work and be safe at all times when constructing your car.
- Mark out the different measurements on the wood when cutting and shaping your car so you can be sure that your car doesn't break the rules regarding size.
- If you have any problems please ask one of the leaders before the race.

Rules

Length, Width and Clearance

- a) The maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches (70mm).
- b) The minimum width between the wheels shall be 1-3/4 inches (45mm) so the car will clear the center guide strip on the track.
- c) The minimum clearance between the bottom of the car and the track surface shall be 3/8 inch (9mm) so the car will clear the center guide strip on the track.
- d) The maximum overall length shall not exceed 7 inches. (178mm)

Weight and Appearance

a) Weight shall not exceed 5 ounces (142g). The reading of the official 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 the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.

b) Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width or weight specifications and are securely attached to the car body.

c) Cars with wet paint, ink, glue and varnish will not be accepted.

Wheels and Axles

a) Axles and wheels shall be only allowed if they are the ones provided as part of the pinewood derby kit.

b) Wheels may be lightly sanded to smooth out molding imperfections the tread area. This light sanding is the only modification allowed. Beveling, tapering, thin sanding or lathe turning of the wheels is prohibited.

c) The wheels may be coloured in or painted but not in a way which might enhance the grip of the car on the track

d) Axles may not be altered in any way except for polishing.

e) Wheel bearings, washers, bushings, and hub caps are prohibited.

f) The car shall not ride on any type of springs.

g) The car must be freewheeling, with no starting device or other type of propulsion.

Lubrication

a) No lubrication of the wheels of the car is permitted before or during the races.

Ground Rules and Competition

- a) The race is open to all 1st North Springfield Scouts.
- b) Each scout may enter only one car in the competition
- c) The car must have been built during the 2 weeks building time.
- d) Competition will consist of double-elimination races within the troop.
- e) If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically be placed last in that race.
- f) If a car leaves its lane and interferes with the other car, the race will be run again. If the same car leaves its lane a second time and interferes with the other car, that car will automatically be placed last in that race.
- g) If a car becomes damaged and can be repaired in a reasonable amount of time (a few minutes), the race will be run again. If not, the damaged car will automatically be placed last in that race.
- h) There will be a judge at the start line and finish line to judge which car won the race. If the judges can not decide upon whom won the race the race will run again.
- i) No scout can enter the racetrack area unless asked by a leader.

Inspection and Registration

- a) Each car must pass a technical inspection before it may compete. There will be a technical inspection and registration of cars just before the race.
- b) The Inspection Committee shall disqualify or penalize the cars, which do not meet these rules. If a car does not pass inspection, the owner will be informed of the reason his car did not pass (too long, too heavy, altered wheel base, or the like). Cars, which fail, could be readmitted if changes can be made before the race, which allows them to come within the set.
- c) To enter the race, cars must have passed inspection and be registered by the Final Inspection Deadline.
- d) No cars may be altered in any way after it has been registered. Damage repair shall be allowed during the Derby only if it does not delay the race and the modifications do not break the rules.
- e) After passing inspection, no car shall be re-inspected unless repaired after damage in handling or in a race.

f) Ungentlemanly or unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.

Driving license and points on the license

a) All scouts must have their pinewood derby driving license, which must be fully filled in with Race number, Car name, Drivers/ participants name.

b) Every time a car participates in a race the car license has to be handed in at the start of the race and collected at the end of the race with it stamped to certify the number of race and the car, which participated.

c) All participants have to get their license signed by the leader in charge of inspection and registration of the cars to certify that the car is within the rules.

d) The license has space on it for points to be deducted if a car or driver breaks any of the rules.

e) Each car must have its race number securely sellotaped to the base of the car or built into the car design. Your race number is shown below.

Points and awards

a) 3 points will be awarded for the car, which is the first to pass the finish line.

b) 2 points will be awarded to the car, which wins the race but doesn't get to the finish line.

c) 1 point will be awarded to the car, which comes second but passes the finish line.

d) 0 points will be awarded to a car, which comes, second and does not pass the finish line.

e) A car can win the race by passing the finish line first or by going the furthest down the track.

f) There will be awards for the car, which has the highest score out of the 4 races it, took part in.

g) There will be an award for the best design

h) There will also be an award for the best paint job.

i) When awarding points the judge's decision is final.

Good Luck

Name: «NAME» «SURNAME» Your race number: «derby_num»