

Pack 6 PINWOOD DERBY
OFFICIAL RULES AND REGULATIONS
2012

GROUND RULES

1. For the purpose of the Pack 6 Pinewood Derby, these rules shall supersede all others, regardless of source.
2. Cars shall be new for the Council year in which they compete. To the extent possible, Scouts shall design and build their own cars with minimal adult assistance.
3. Cars shall pass inspection by the Official Inspection team before being allowed to compete. Cars that do not meet these specifications shall be disqualified from competition. Owners of disqualified cars shall be informed of violations and given an opportunity to correct them, if there is sufficient time. Derby heats shall not be delayed for car alterations.
4. Only Derby Officials and Scouts actually racing shall be allowed in the track area.
5. Late arrivals may run their car down the track after all other races have been completed which will qualify the owner for a participation award (siblings or open class). Late arrivals shall be defined as anyone arriving after the Derby participants have been registered and the race has started.
6. Cub Scouts must be present to race their own car. Substitutes such as another Scout or an adult cannot race the car for the absent Scout. Participants should be in BSA uniform.

DISPUTES

7. Any participant (or his parent/guardian) may petition the Derby Committee for an interpretation of these rules. The Derby Committee, by majority vote, shall be the final judge of these rules. In case of a tie vote, the decision of the Committee Chairman shall be final.
8. Un-sportsman-like conduct on the part of any participant or member of the audience shall be grounds for disqualification and expulsion from the Derby arena.

Car Specifications

9. Cars shall be made from the Official Cub Scout Grand Prix Pinewood Derby kits. Only Official BSA bodies shall be allowed. Details, such as

steering wheel, driver, spoiler, windshield, fenders, flares, decals, stickers, et cetera, from other sources shall be allowed, provided that these details do not exceed the maximum length, width, and weight specifications.

10. Maximum overall width shall be 2 ¾”.

11. Maximum overall length shall be 7”.

12. Minimum ground clearance shall be 3/8”.

13. Maximum weight shall not exceed 5 ounces. Readings of the Official scales shall be final. Cars may be hollowed out and built-up to maximum weight by the addition of filler, provided that it is securely built in to the body, or firmly affixed to it.

14. Loose or liquid fillers of any kind (including mercury) shall not be allowed.

WHEELS AND AXLES

15. Only Official Cub Scout Grand Prix wheels and axles shall be used. Wheels cannot be paired with wheels from other kits. Colored wheels, provided they are official Cub Scout Grand Prix wheels, are acceptable.

16. Wheels shall not be shaped in any manner, except they may be polished and trued. Wheels shall have smooth, square profiles; they shall not have grooves or ridges.

17. Bearings, bushings, washers or springs may not be used in any manner.

18. Wheel cavities shall not be filled with any type of putty.

19. Cars shall be freewheeling, with no means of propulsion except gravity.

20. Axle mounting holes may be drilled and the wheelbase increased; however, the overall length of the car, including wheels, shall not exceed 7”.

21. Axles may be smoothed and/or polished.

22. Covering of wheels shall not be allowed; wheel hubs must be open for inspection.

LUBRICATION

23. Liquid or paste-type lubricants shall not be allowed. Only dry powdered lubricants, such as graphite, talc, chalk, etcetera, shall be allowed.

24. Cars shall be lubricated before inspection and weigh-in. No further lubrication shall be allowed. Cars shall not be lubricated between heats.

Over

RACING RULES

25. After passing inspection and being registered, cars shall be placed in the impound box by the Inspector. After being impounded, there shall be no further contact with the car until the race begins.

26. Starting position will be decided by a random draw off a deck of numbered playing cards (with additional cards added if we have more than 52 entrees) by each scout. The cars will be marked with the number drawn and the cards will be collected and shuffled for the heat races.

27. The cards will be drawn 4 at a time to determine the heat races until all vehicles are run in each heat. The cars will be raced against the whole pack and not just your den. The 2 slowest cars from each run of 4 cars will have 1 loss marked against each of them. If only 3 cars are running (if we have an odd number remaining at the end) the slowest car of the 3 will have 1 loss marked against it. If 2 cars are running the losing car would have 1 loss marked against it.

28. The Derby shall be triple-elimination with the 2 slowest cars from each heat having a loss counting against each of them. Cars losing three heats shall be eliminated from competition. Heats shall be continued until all cars except one have lost three heats. Remaining car shall be the winner of the Derby.

29. During the race, only the race officials shall deliver the car to the Starter, and retrieve the car from the finish line. The Official Starter shall release the starting gate after receiving "All Ready" signal from Finish Line Judge. The first 2 cars to cross the finish line shall win the heat.

30. If a car is damaged or jumps the track before the heat is finished, the heat shall be run again. If the same car is damaged or jumps the track a second time, it shall lose the heat.

31. Repairs of cars damaged while racing shall be made in the Official Pit, under the supervision of a Derby Official. Parents may assist their Scout in making repairs. Repair time shall not exceed 10 minutes. No re-lubrication of repaired cars shall be allowed, and cars shall be re-inspected by a Derby Official before returning to the race.

Over

Siblings Race

The same rules apply for both siblings and scouts. The sibling's race will begin after the main derby is completed.

Open Class Race

The only rule is your car can't be wider than $2 \frac{3}{4}$ (so it doesn't interfere with other cars. Anything goes.....absolutely anything!