

PINEWOOD DERBY

Weigh-in: Friday, November 17, 2006 @ Pack Night

Category Voting: Friday, December 1, 2006 @ Pack Night

Derby: Friday, January 5, 2007 @ Pack Night

SOME FACTS AND TIPS FOR A SUCCESSFUL DERBY

When you are designing your pinewood derby car it may be your goal to create one that is the fastest. Just keep in mind that there will be over 75 cars competing and only one can be the fastest. Emphasize how much fun it can be to design, help cut out and paint the car. Decals are a great way to decorate them. The boys will really be proud of their work!

Awards will also be given out for the following special categories: Best design celebrating 75th Anniversary of Cub Scouts, Most Basic Car, Favorite Paint Job, Wildest Colors, Coolest Looking Car, Most Unusual, Most Patriotic, and Fastest Looking car, Car Most Likely made by a Scout. Have fun being creative!

The blocks of wood and wheels only weigh 3 ounces. You will have to add weights to your finished car to bring it up to 5 ounces. They can be purchased at most craft stores. **The weights cannot extend down below the car or protrude past its sides because of the design of the track.** They can be glued to the top, drilled into the car or set into an area that was chiseled out of the bottom.

RULES OF THE ROAD

- **CAR MUST HAVE BEEN BUILT FOR THIS YEAR'S RACE**
- 1 **Width shall not exceed 2 ¾ inches**
- 2 **Length shall not exceed 7 inches**
- 3 **Height shall not exceed 3 inches**
- 4 **Axles, wheels and body shall be from the provided kit**
- 5 **Wheel bearings, washers and bushings are prohibited**
- 6 **No lubricating oil may be used. Axles may be lubricated with powdered graphite or silicone**
- 7 **The car shall not ride on any spring**
- 8 **The car must be free wheeling; no starting device**
- 9 **No loose materials that could fall off in the race**
- 10 **Wheel slots may not be moved**
- 11 **Cars must be weighed in prior to Derby night**
- 12 **SCOUT SHOULD BUILD HIS OWN CAR WITH GUIDANCE AND MINIMAL ASSISTANCE FROM A PARENT**

TIPS FOR BUILDING A FAST CAR – the wedge shape, weight at or close to 5 ounces, graphite on the axles and wheels, weight toward the back

*You may find information in books or on the Internet, but the car must still comply with the Pack and District rules.

Call Tom Guibas (757-8562) if you have any questions.

*** SEE REVERSE FOR DISTRICT RULES ***

The following rules will apply to the Matinecock District Pinewood Derby

1. This is a Cub Scout-Adult project. Remind the parents that they should feel free to help with the cars, but to keep in mind that it is each scout's project. The purchasing of a Pinewood Derby car from a hobby shop or elsewhere is prohibited.
2. All cars will be weighed in and inspected. The maximum weight is 5 ounces. Any car over this weight will not be accepted. (5 ounces is equal to 0.3125 on a digital scale.)
3. Any weight that is added to the body of the car cannot extend below its underbelly or protrude past its sides. The cars will be racing down a track that has a guide bar. The wheels of the car straddle the guide bar. Anything hanging below or to the sides of the car will interfere with the guide bar and prevent the car from running.
4. The scout's name and pack number must be on the car.
5. Only powdered graphite can be used on the wheels and axles. Any other lubrication (such as liquid lubrication) or the use of ball bearings on axles will cause the car to be disqualified.
6. Wheels cannot be machined to a point! The full width of the wheels needs to touch the track surface.
7. You must use the parts supplied in the official B.S.A. Pinewood Derby Kit. Substitutions will be disqualified.
8. Axles must be mounted in the slots already carved in the car. You cannot move the slots.
9. If a car jumps off the track during a heat but does not collide with another car, that car will be assigned the loss for that heat. If an objection is made, the judges will make an on the spot decision as to whether it was car error or a track mechanical error. If the judges rule the track was at fault, then the heat will be rerun again.
10. A panel of judges will be selected to officiate the Derby; their decision will be final
11. If your car breaks during the Derby and cannot run, it will be disqualified.