

## Eagle Bay District Pinewood Derby Rules

The following set of rules will be in effect for every “Pinewood Derby Race” conducted by the Eagle Bay District. Packs within Eagle Bay District may elect to adopt these rules in whole or in part. However, Pack representatives to the District Pinewood Derby **must** comply with all of these rules.

### I. SCOPE OF THE EVENT

- A. The Eagle Bay District Committee will annually organize District Pinewood Derby (PINEWOOD DERBY) to be conducted in or around March - May of each year.
- B. The District Committee will appoint either a District Pinewood Derby Chairman or a District Pinewood Derby Committee who will recruit the support of five Eagle Bay District Cub Scout Packs. The five Packs will work in cooperation with the District Pinewood Derby Chairman/Committee.
- C. The District Pinewood Derby Chairman /Committee will announce in writing to the District's Packs the location, date, and time of the District PINEWOOD DERBY. This announcement will be made no later than the December Roundtable meeting.
- D. The District Pinewood Derby Chairman /Committee will have the final judgment in any dispute.
- E. The District’s PINEWOOD DERBY will be open to the top two Cub Scouts per den from each Pack in the District. Packs are to register their top three finishers per den as determined by the Pack's PINEWOOD DERBY. In the event that one of the top two finishers cannot attend a District PINEWOOD DERBY, the alternate may be sent. Packs will be responsible for notifying the District Committee of their representatives prior to the District PINEWOOD DERBY. A parent or guardian must remain at the PINEWOOD DERBY location during the race.
- F. The District Pinewood Derby Chairman /Committee will be responsible for selecting and buying awards. The selected awards will be consistent with BSA policies. Products advertising tobacco products, alcohol, etc. are not acceptable. An adult PINEWOOD DERBY official may present participation awards to non-winning participants at the time of elimination. Finalists’ awards will be presented in a formal ceremony at the conclusion of the PINEWOOD DERBY.

### II. TRACK

- A. The racetrack used at the District PINEWOOD DERBY shall be built to the dimensions specified in the latest copy of the Cub Scout Leader's How To Book (Item: 621165). The surface and guide rails of the track may be made of wood. The wood surface may be unfinished or finished with paint, lacquer, varnish, polyurethane, etc. An aluminum track may be used as long as it meets the proper specifications outlined above.
- B. The track should be equipped with an electronic finish order detector system, with two PINEWOOD DERBY officials verifying each race heat. This is not mandatory.
- C. The track must be adjusted to be level across its width over the entire length of the track.
- D. Joints between sections of the track must be adjusted to provide a smooth transition.
- E. Every attempt shall be made to ensure that both running lanes of the track are equal.

### III. CAR

- A. The car must be newly built for the current Cub Scouting year and have won at the Pack level. **The Scout should have substantially built the car.** Parental supervision in the construction of the car is encouraged.

B. The body of the car must be made from the block of wood provided in the official BSA PINEWOOD DERBY Kit (Cat. No. P1622). The wheels must be placed in the slots provided (the original slots are cut at 4 1/2"). Wheels may not be designed to ride upon the guide strip of the track. Loose pieces that fall off during a race are not permitted and are a reason for disqualification. Kits bought from Target, Michael's Crafts, Pat Catan's, Lowes or any other such stores are not regulation Cub Scout Pinewood Derby cars and will be disqualified.

***If the front of the car is designed to gain an unfair advantage at the start or interferes with a fair start, the car will be disqualified. will "stage" distance as***



***(Indented noses are prohibited. Cars like the one pictured below further down the track and thus are not traversing the same the other cars.)***

C. The axles of the car must be from the official BSA PINEWOOD DERBY Kit (Cat. No. P1622) or an official PINEWOOD DERBY wheel replacement kit (Cat. No. P1622A). Axles must be firmly attached to the car. The use of a flexible suspension system of any type is prohibited.

D. The wheels of the car must be from the official BSA PINEWOOD DERBY Kit (Cat. No. P1622) or an official PINEWOOD DERBY wheel replacement kit (Cat. No. P1622A). Wheels may not be altered in any way. Mold projection defects on wheel treads may be removed by sanding lightly. The wheels may not be sanded to enhance performance. The decorative dots on the wheel treads may not be removed. If wheel sanding is detected the car will be disqualified. The wheels must be attached to the car with the pins provided in the kit. No cars will be accepted in the District PINEWOOD DERBY where bearings, washers, or spacers are used as part of the wheel assembly. The official wheel width is 0.34".

E. Lubrication - only graphite powder may be used to lubricate wheels. (Warning - other lubricants may damage the plastic wheels and keep them from turning freely.) The District PINEWOOD DERBY will NOT provide any lubricants. Once the car is impounded, it may NOT be relubricated. Graphite must be applied over a trash can or outdoors.

F. The total weight of the car may not exceed 5 ounces. The maximum width of the car, including wheels, may not exceed 2.75 inches. The maximum length of the car may not exceed 7 inches. The maximum height of the car is 2.50 inches. The motion of the car may not be mechanically aided (motor, springs, rubber bands, etc. are prohibited).

G. The District Pinewood Derby Chairman /Committee may disqualify any car that in their determination is not in compliance with the rules of the PINEWOOD DERBY race.

## IV. RACE PROCEDURE

A. Cars may only be raced by the qualifying Cub Scout. A parent or a stand-in may not race. Proof of registration may be required. **The Scout is strongly encouraged to wear a clean Cub Scout Shirt, Class "A" uniform is preferred.**

B. Race officials will establish and announce the registration time schedule for the District PINEWOOD DERBY. This schedule will be presented in writing no later than the January Roundtable Meeting. No registrations will be accepted after their appropriate registration time deadline. Scouts in line for registration before the deadline will, of course, be accepted.

C. After the Scout has registered; his car will be weighed, measured, and inspected to ensure compliance with the above rules.

D. The scale(s) used at the District PINEWOOD DERBY will be the official scale(s) to weigh cars. The balance must be able to resolve at least .01 ounce. Cars will not be accepted if their weight exceeds 5 ounces by even the smallest resolution of the balance. Every effort will be made to assure that the scale is accurate and that a reliable 5-ounce standard is available to verify the scale's accuracy. The important thing is that everyone races according to the same standard.

- E. A wood, plastic, or metal jig will be used to determine if the car complies with the length and width limitations.
- F. A Cub Scout whose car fails any part of the inspection will be given the opportunity to make adjustments to the car. Cars will be re-weighed, measured, and inspected until they comply or until the scheduled race starting time.
- G. After the car has passed inspection, it will be taken to the pit table to await the race. Cars may not be handled after the inspection until they are scheduled to race.
- H. Cars will be protected from handling by anyone except the race officials and the car owner.
- I. Once the PINEWOOD DERBY car is inspected and impounded no additional lubrication may be applied to the car before any race.
- J. PINEWOOD DERBY's will be double-elimination events. Each heat of the PINEWOOD DERBY will be the best of two (2) out of three (3) races between the two Cub Scout cars.
- K. Bye runs may be used when there is no opponent because of an uneven number of Scouts participating. A bye run is defined as a race with no opponent. Bye runs should be kept to a minimum, and every attempt will be made so that no Scout should receive more than one bye. During a bye run, the Scout will be required to run his car down each of the two (2) lanes as if in an actual race. Race officials should assign multiple bye runs in the early levels of the race so that there will be no bye runs during the later levels.
- L. Each heat will begin with the racing Scouts being called by number to the pit table. The Scouts will take their cars to the head of the track for positioning. Cars will switch lanes between the first and second races. If a third race is required, lane selection will be determined by a coin toss. Scouts will be given time to position themselves at the end of the track before the race starts. Scouts will return their cars to the starting gate between races. Upon completion of a heat, cars that have not been eliminated must be returned to the pit table.
- M. In the event of a breakdown of a car during the race, the participant will be given five (5) minutes to repair the car. Only the damaged portion of the car may be modified. The Scout must do work with assistance from his parent or guardian. Race officials shall re-inspect any car that is serviced during the race. The Race officials may choose to continue with other race heats in order to avoid long delays in the race. The damaged car must be raced before the race proceeds to the next level of elimination.
- N. In the final heat to determine 1st and 2nd place, the winner of the heat will be declared the overall winner regardless of his previous record. Car dynamics change in time and it may be possible for a car with one loss to beat a car with no losses. The Judge's decision will be final.

**O. The Spirit of Scouting will be followed at all times.**

**P. All parents are encouraged and expected to remember that this is just a race among young Scouts having fun, not a race between parents.**

**Q. Be a good role model for your Scout by acting and directing yourself accordingly.**