



Three Rivers 2014 District Pinewood Derby Official Rules

These are the official Green Mountain Council/Three Rivers District Pinewood Derby rules. These rules supersede any rules your Pack may have used, any pinewood derby website (other than the GMC Website) you may have read, as well as the rules/construction instructions found in the Pinewood Derby kits. All cubs participating in the District Pinewood Derby must adhere to these rules or they will not be allowed to participate in the event.

Rules will be issued to all Packs through the monthly Roundtable packets, and become the responsibility of the Cubmaster and packs to get the rules out to their District qualifying Cubs respectfully.

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Updates to these official race rules will be published at <http://www.scoutingvermont.org/> as required. Please ensure you have the latest copy!

1) General Rules

- a. The District Pinewood Derby is open to all registered Scouts of the Three Rivers District of the Green Mountain Council who finished in the top three of their Cub Scouts Packs for each scout rank level (i.e. Tigers, Wolves, Bears, and Webelos).
- b. All Packs are required to register in advance of the race by submitting the names and ranks of the scouts to be in the race as noted on the official registration form, **March 27**. Pre-payment shall be made to council at this time. **Late registration and registration at the event will not be permitted.** Registration is by Pack only, not by family.
- c. Alternates will not be allowed.
- d. Each Scout may enter one (1) car and must be present to be included in the competition. Family emergencies or religious holiday observation are the only exception to this rule.
- e. The car that races in the District Derby must be the same car that the Cub raced in his Pack Pinewood Derby.
- f. Each car must pass a Pre-Race Technical Inspection before it may compete. Technical inspection of cars occurs before the district races at registration time.
- g. Cars will be quarantined and held by the Pinewood Pit Crew until the race.
- h. If a car does not pass inspection, the owner will be informed of the reason his car did not pass. Cars, which fail the initial inspection, may be modified and re-registered as long as it is before the 2:30 p.m. deadline.

- i. The race will begin promptly at 3:15p.m.

2) Inspection Procedure

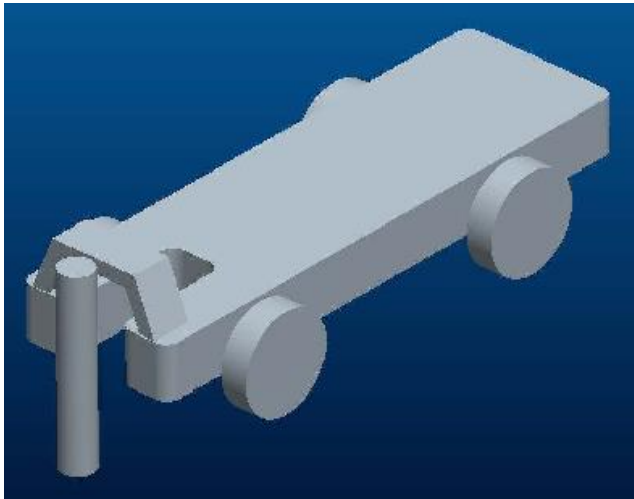
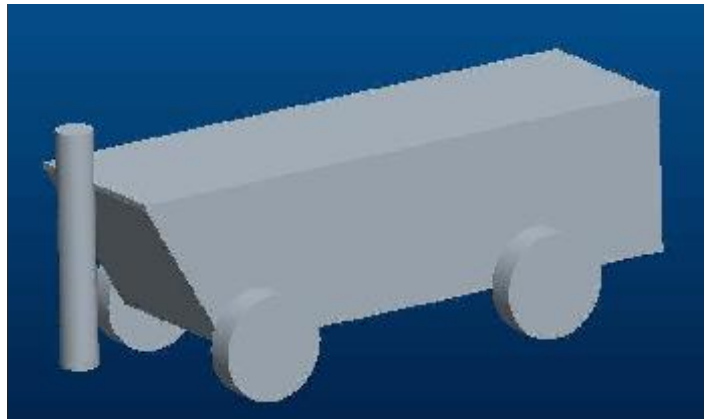
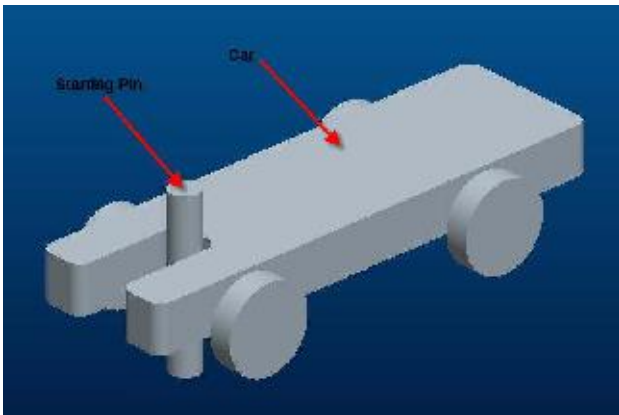
- a. **Check-in will begin at noon. There is no “day of” registration.**
- b. Weight check using District electronic scale will be conducted
- c. Size check using District Dimension Box will be conducted
- d. Wheels measured for compliance and allowed tolerance.
- e. All axles coated with graphite, per Section 3.
- f. Loose materials on cars will be removed.

3) Pinewood Car Specifications

- a. Materials: Race cars shall be constructed for this event from the parts contained in the Official BSA Grand Prix Pinewood Derby Kit only (referred to below as the kit) as sold by the Green Mountain Council Scout Store or through the scoutstuff.org web site. Materials from the kit may be supplemented but not replaced. Cars made from other kits or materials will be disqualified.
- b. Weight: Racecars may weigh no more than five (5.000) ounces (total weight) as determined on the official scales during the pre-race check -in.
- c. Axles: Axles (nails) must be as supplied in the Official BSA Pinewood Derby Kit. No aftermarket axles permitted. Axles may be sanded, polished or smoothed. The axle nails shall be firmly affixed to the wood of the car body.
- d. Size: All racecars will be placed in a box to verify measurements. Racecars maximum body length - 7 inches, maximum body height - 3-1/2 inches with the wheels on, maximum body width with wheels - 2-3/4 inches and minimum body width of 1-3/4 inches between the wheels as determined by the official gauges during the inspection. Bottom of car to track clearance - 3/8 inches.
- e. Weights and Attachment: Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws. Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, non-stick y, non-liquid etc. Please note that the weight of a car may be different from scale to scale. NOTE: Humidity and heat does cause the weight of your car to vary. Please do not argue weight based on what your car may have weighed at your Pack Race or on another scale.
- f. Wheels: Only the wheels supplied in the Official BSA Pinewood Derby Kit are permitted. No aftermarket wheels, EVEN BSA AFTERMARKET WHEELS. Wheel treatment (hub and tread smoothing and polishing) may consist of smoothing or de-burring, but not the removal of substantial material from the original wheels or axles supplied with the kit. The car shall not ride on springs. Wheel treatment (tread smoothing and polishing) may not result in substantial removal of mass in reducing the wheel width from the official BSA Scout Grand Prix Pinewood Derby wheels. The original “tread marks” on the face of the wheel must remain intact, i.e.

apparent to the inspector. Wheel surface must remain flat and even with the track. Wheels may not be concave or convex, nor have any ridges, or grooves. Wheels & axles may not be angled or canted – axels must be parallel to the track **(CLARIFICATION – all wheels should touch the track. Judges will determine if car meets this specification. If a car's axels are using drilled holes, and the wheels do not touch by placing slight weight on top of car, the car may be rejected.)**

- g. Lubricants: Only dry, fine ground powdered graphite is permitted. Graphite with any type of additive(s) is prohibited. Cars may only be lubricated prior to or during inspection and not afterwards or during the race. Oil, grease, silicon spar or any other lubricating products or compounds are not permitted.
- h. Cars shall not be shaped to provide an unfair advantage at the starting gate, including a steep upward slope in front of the front axles. See examples below of what will NOT be allowed.



4) Racing Procedures

- a. Cars that do not pass inspection cannot compete.
- b. The District will conduct the race on 2 tracks.
- c. Prior to each heat, car numbers and lane assignments will be announced verbally or via electronic projection. In addition, the tracks may be displayed on video screens.
- d. Once the car is submitted for entry, no further adjustments can be made except in the case of mechanical failure (see 4e).
- e. Any entry that experiences a mechanical failure will be allowed to re-race if it can be repaired during the same heat. It will count as a heat loss if it cannot be repaired prior to the beginning of the next heat. All repairs of this type must be done with a member of "The Pit Crew" observing and certifying as to its race-ability.
- f. In the event that all cars don't reach the finish line, the one that goes the furthest is declared the winner.
- g. All rulings by "The Pit Crew" are FINAL.

5. Discipline/Controversies:

- a. Scouts, parents, and family members are expected to conduct their behavior according to Scouting's principals.
- b. The Race Chairperson will, in an isolated area, handle all controversies. Decisions will be final and not subject to discussion during the event.
- c. *Arguing with race officials and making a scene will not be tolerated and is grounds for disqualification. The scout and his family will be asked to leave. This is a volunteer run activity and that the purpose is for everyone to have fun.*