

2014 Pathfinder District Pinewood Derby Race Off Rules and Regulations

These are the 2014 Pathfinder District Pinewood Derby Rules and Regulations for the District Race Off to be held on March 8th, 2014. This is the only set of rules that will be used at the 2014 Pathfinder District Pinewood Derby Race Off. **NO CARS MAY BE USED FROM PRIOR YEARS.** These rules supersede the rules that were provided in the Pinewood Derby kit and all past years rules.

Eligibility: ***Every*** Tiger, Wolf, Bear, Webelos 1 and Webelos 2 from Pathfinder District. All WEBELOS scouts that have crossed over in the present year are eligible to participate. Please refer to the registration materials (when they are available) for details on eligibility. The Scout must be present at check in. Cars raced in previous years are not allowed to compete in this year's derby.

Inspection: Each car must pass inspection by the Official Inspectors before it may compete. The Inspectors have the right to *disqualify* cars which do not meet these specifications. *If your car does not meet these specifications, it may be permitted to run at the Pathfinder District-wide Pinewood Derby Race, provided it does not interfere with the performance of other cars, but it may not win a medal or trophy.* The fact that a car was allowed to compete at your Pack's race is irrelevant. Please do not disappoint a Scout by showing up with a car that does not meet the specifications. Once a car is accepted by the inspectors at Check-In, no challenges or additional inspections will be performed. (If you don't like the job that the inspectors are doing, please volunteer to help out for the next year's event.)

The decisions of the Pinewood Derby Officials and the Pathfinder District Pinewood Derby Chairperson are final. If there is **ANY** question whether your car meets the District specifications, it is **YOUR** responsibility to check before race day.

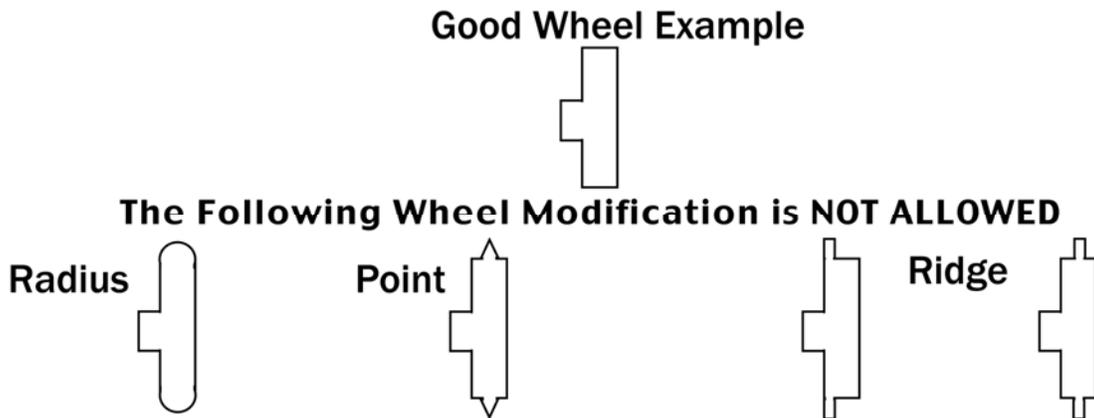
Behavior unbecoming a Scout by a participant or their parent/adult guardian may result in the participant's car being disqualified. Judges will generally warn casual infractions, but argumentative or abusive behavior will NOT be tolerated.

The inspection process will inspect the following areas:

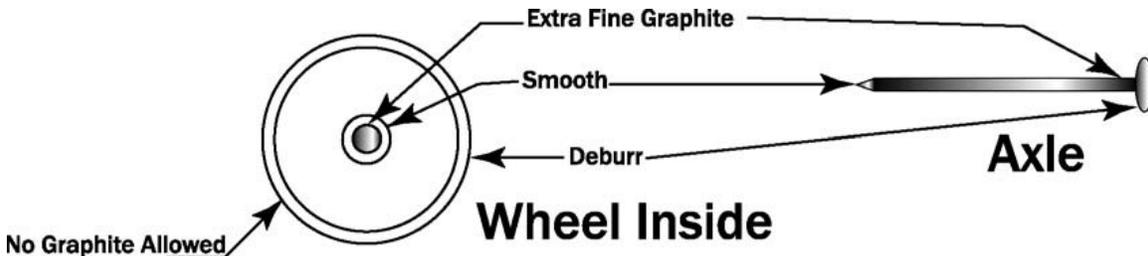
1. **Material:** All cars must be made from the official Pinewood Derby car kit from this year. If you buy it on the Internet, it is almost certainly NOT official BSA, even if they've put the logo on it.
2. **Width:** The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches. Minimum width between wheels (on the same axle) shall not be less than 1- $\frac{3}{4}$ inches. The car body can be narrower than 1- $\frac{3}{4}$ inches, but the wheels must be a minimum of 1- $\frac{3}{4}$ inches wide so the car will straddle the track guide strip.
3. **Length:** The overall length of the car shall not exceed 7 inches. The center of the front bumper must be the furthest point forward on the car with the front bumper center being no more than $\frac{1}{4}$ " higher than the undercarriage clearance of the car.
4. **Height:** The overall height of the car shall not exceed 4 $\frac{1}{2}$ inches.
5. **Axle Location:** All cars must maintain axle spacing of 4 $\frac{3}{8}$ inches. The slot depth may not be altered as it may interfere with the car's clearance of the track guide strip. The 4 $\frac{3}{8}$ inch spacing is measured from center of axle to center of axle.
6. **Undercarriage Clearance:** A clearance of $\frac{3}{8}$ " should be maintained including any weights mounted underneath the car.
7. **Weight:** The weight of the car shall not exceed 5.0 ounces, as weighed on the scale(s) that will be used at the District Pinewood Derby. No loose/sliding weights or liquid materials of any kind are permitted in or on the car. The car may be hollowed out and built up to the maximum weight by the addition of wood, metal, plastic, glue, etc., provided it is securely built into the body.

8. **Wheels/Axles: Only axles that come in the official Pinewood Derby kit will be accepted.** Wheel bearings, washers, bushings, decals, and hubcaps are prohibited. The car shall not ride on any type of springs. Wheels must display "BSA" on the side wall. Colored or replacement wheels purchased at the Scout Shop are acceptable. Wheels purchased from the Internet or non BSA sources, even if they have "BSA" on them are NOT acceptable. **All 4 wheels need to be mounted straight on the vehicle. The wheel's flat surface needs to be touching the ground while the car is in motion. All four wheels must touch the ground and roll when the car is in motion.** No solid axles (Pine Car brand or similar) will be allowed. Only axles as provided with the Official Pinewood derby kit will be allowed (4 nails, 1 per wheel). Axle shape and dimensions may not be altered. Burr marks may be removed and axles may be lightly sanded and/or polished. The axle head must be visible for inspection.

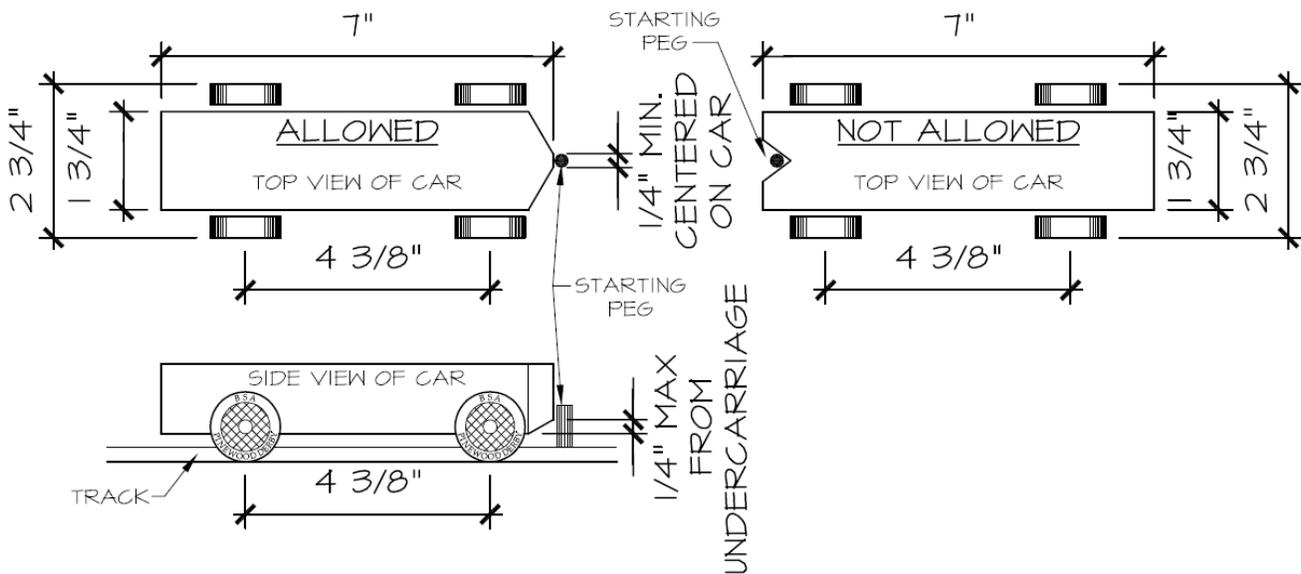
Wheel surface imperfections and mold casting marks may be removed with light sanding and/or polishing, but wheels may not be altered in any other way, including holes drilled in the side, tread width narrowed, or the inside surface of the wheel carved out. Tread (indicators) marks on the outside edge of the wheel must be clearly visible on all 4 wheels. A wheel CANNOT be tapered to a sharp edge or radius (See picture, below).



9. Graphite or other dry type lubricants will be the only lubricants allowed. No other types will be permitted. Lubrication must be done prior to official inspection only. No lubricants are allowed in the building. PLEASE LUBRICATE THE FRICTION POINTS, NOT THE OUTSIDE OF THE WHEEL.



10. **Shape:** The center of the front bumper must be the furthest point forward on the car with the front bumper center being no more than 1/4" higher than the undercarriage clearance of the car. No part of the car may extend forward of the starting pin. The front of the car must not have a notch, as pictured. Pointed nosed cars are hard to start. There must be a minimum 1/4 inch flat surface on the front of the car to contact the starting pin.



11. **Details:** Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, height, and weight specifications.

12. **Disqualification:** The official Pinewood Derby Committee has the right to disqualify any car that comes up with a different method to give an unfair advantage in this race, violating the spirit of the Pinewood Derby.

13. Any empty lane(s) will be filled with a "Pace Car" so that all lanes are filled for every run down the track.

14. **Scoring:** Every car will run the same number of times on each lane of its assigned track. The finishing positions will be awarded based on the lowest total time for the car after all passes down the track. In the highly unlikely event that there is a tie in cumulative times, (we measure to the 0.001 second), all cars that are tied for a position will rerun down each lane for a new cumulative time to break the tie.

15. Judges' determinations as to race winners are final.

16. Judging for Craftsmanship will be on design and construction, with consideration of the age of the Cub Scout and the appearance of his involvement in the building and decorating of the car. The boys are to learn by building the cars after all.

If there are any questions with respect to the above rules, please contact Tony Skiroock at 847-885-1076, or Mike Anzalone 847-417-8558 prior to handing out your Pinewood Derby kits to your Pack. We suggest that you duplicate the rules and regulation sheets and hand them out to your Pack along with the Pinewood Derby kits so that the parents will know the district rules prior to your individual races. The district rules do not apply to the individual Packs' Pinewood Derby rules and regulations and are provided as a guideline only for the Packs. If there are any suggestions, please place them in writing and submit them to, Mike Anzalone, at nasdragfan@aol.com.

SPORTSMANSHIP

Racing requires participants to learn two main things: the Craft skills necessary to make your car and the rules that must be followed. There is also a third part to competition that's very important --- sportsmanship.

This has to do with how you act and behave while participating in the derby.

The first thing to remember about sportsmanship is that everyone's skills are a little different. Some people are better than others at certain skills. You may be good at one thing but not good at another. This doesn't mean you are a good person one time and not good another time. You can always be a good person, whether or not you have good skills for racing. Remember, you and your friends are individuals first and racers second. This idea is sometimes called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no pinewood derby. You will never know if you are really good at doing something unless you follow the rules. This is sometimes called being fair and being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You know this when you choose to compete. There are times when you will win and be happy, and times when you will lose and be unhappy. Being a winner is easy but being a loser is sometimes hard. To be a good sportsman, you must be able to say, "I did my best" and be satisfied with the results. If you win, you must not gloat.

The preceding passage is from the Cub Scout Grand Prix, Pinewood Derby Guidebook. Please remember half the fun of doing the pinewood derby car is in the pleasure gained by guiding your son in making his dream pinewood derby vehicle. And as always, good luck in your races!