



## **Pack 345 Brighton, MI**

# Pinewood Derby Information

### **See the Pinewood Derby rules on the back of this sheet.**

The Pack follows the same rules as the Southern Shores Field Service Council Pinewood rules to maintain consistency and fair racing throughout the Council.

The purpose of the Pinewood Derby is to help the Cub Scout build a team relationship with their parent or helper, experience the sense of accomplishment and the excitement of competition, learn good sportsmanship, and to have fun. The intent is to have the scout build the car with the parent assisting as necessary.

### ***Sportsmanship - The Big Win!***

The father of the Pinewood Derby<sup>®</sup>, Donald Murphy, described his vision for the event to *Scouting* magazine in 1999: "I wanted to devise a wholesome, constructive activity that would foster a closer father-son relationship and promote craftsmanship and good sportsmanship through competition." As Cub Scouts learn the skill of good sportsmanship, they are better able to recognize and appreciate the new skills they've acquired, to show respect to all those involved, and to experience the fun and excitement of competition.

### ***Did You Know?***

- A fast Pinewood Derby<sup>®</sup> car can reach a speed of nearly 20 miles per hour. Pretty good for a little block of wood!
- If a Pinewood Derby<sup>®</sup> car racing down the track was enlarged to the size of a real automobile, it would be speeding at more than 200 miles an hour. That's fast!
- The first Pinewood Derby<sup>®</sup> was run in 1953 at the Manhattan Beach Scout House near Los Angeles when Cubmaster Don Murphy introduced the idea to Pack 280C.
- Over the years, Cub Scouts have built close to 100 million Pinewood Derby<sup>®</sup> racers. That's a lot of cars!
- If you lined up all the Pinewood Derby<sup>®</sup> racecars, bumper-to-bumper, they would reach more than 7,000 miles—far enough to stretch from Charlotte, North Carolina, to the North Pole!
- If every Pinewood Derby<sup>®</sup> car made this year took just one run down the track, the combined distance would be from the Earth to the Moon and back. That's out of this world!
- *Reader's Digest* magazine included the Pinewood Derby<sup>®</sup> in its 2006 Best of America list as "a celebrated rite of spring." Way to go, Cub Scouts!
- No Pinewood Derby<sup>®</sup> car has ever used a drop of gasoline. Gravity rules!

## Pack 345 Pinewood Derby Rules

- 1) Any conflicts between these printed rules and those printed by the Council will be resolved by the event chair.
- 2) Each car entered must be a current year built car. Cars built and raced in past years Pinewood Derbies are not allowed.
- 3) Only the official BSA Pinewood Derby Kit is allowed. Nothing may be added to the racer except weights, paint, and other purely decorative items. Substitute wheels, kits, or axles are not allowed.
- 4) Each car will be inspected and weighed in by the Official Inspection Committee before it may compete. All cars will be weighed in and gauged by the same scale, size, and track clearance gauges. The inspectors have the right to disqualify those cars which do not meet specifications.
- 5) Body Specifications:
  - a) The original two pre-cut slots for axles in wood body must be used.
  - b) The original nails provided in the kit must be used as the axles. No substitutions. Straight axles are not allowed.
  - c) The plastic official BSA wheels (must have BSA insignia on them) may not be modified except for the removal of small burrs (as described in the kit instructions). Machining or modifications to the wheel surface, edges, or axle holes are not allowed. The size or shape of the wheels may not be changed. Weighting of the wheels is not allowed.
  - d) Width must not exceed 2-3/4" overall and must have a minimum of 1-3/4" between wheels but not more than 1-7/8".
  - e) Length must not exceed 7" overall.
  - f) The clearance between the bottom of the car (including added-weights) and the flat surface on which the car is placed must be at least 3/8". Weights extending below bottom of car must not violate the minimum clearance.
  - g) The car's height may be no more than 5.5 inches as measured from a flat surface to the highest point on the vehicle.
  - h) The car must not hang up on the track during the race.
  - i) The nose of the car cannot be grooved or slotted in any way that causes any part of the front of the car to be past the starting peg thus placing the front of the car closer to the finish gate.
  - j) Weight must not exceed five (5) ounces (141.7 grams).
  - k) Any added weight MUST be of a solid form, and must be firmly attached to the car. Liquid or movable weight is not allowed.
  - l) The use of spring or shocks, wheel bearings, bushings, washers, or starting devices is strictly prohibited. The Derby Car MUST be freewheeling.
  - m) Wheels must retain original width and may not be weighted or reshaped.
  - n) No loose materials of any kind will be permitted in or on the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely-built into the body or chassis. No weights may be attached with any tape to the outside of the vehicle body. This, however, does not include the weights that have their own stick-on material (sold at hobby stores).
  - o) Lubrication – Only dry lubricants (graphite) may be used. (NO LIQUIDS). Derby Cars must be lubricated for the last time BEFORE check-in and will race all races without further lubrication.
- 6) Details – Steering wheels, engines, decals, painting and other appearance details are permissible as long as they meet all above regulations and are securely attached to the car.
- 7) If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses the race. If on the second run, another car is interfered with, the heat will be run a third time without the disqualified car.
- 8) **Finish Line lights and judges decisions are final.**

**Above ALL, have FUN!!!!**