

2010 PINEWOOD DERBY – January 22, 2010

All Scouts have been assigned a number to be used for one car. Only one car per scout will be qualified to race. The scout must place the assigned number on the top of the car. It can be a sticker or painted.

On race day the scouts bring their car to the weigh-in station in the school lobby where it will be weighed and inspected. Cars exceeding the limits should be brought to the Pit area to remove weight or other adjustments. The weigh in judge shall conduct a final inspection for each car to check the car size, wheels, axles, lubricants, track clearance, and any other non-conformances. If the judge determines that a car is not in compliance with the official construction regulations it shall be disqualified from racing unless it is brought into compliance prior to the close of registration at 7:00 p.m. All decisions of the judge shall be final.

Cars that have passed the weigh-in inspection will be brought into the gym by a designated Derby Assistant and placed on the waiting blocks in numerical order. From this point on, until the end of the race, ALL CARS SHALL ONLY BE TOUCHED /HANDLED BY THE CREW/STAFF OPERATING THE RACE TRACK AND THEIR ASSISTANTS. No scouts, parents, or any other spectators are permitted to handle or make adjustments to the cars following the weigh-in. Handling a car will cause the car to be DISQUALIFIED from racing for trophies.

Late Arrival: At 7:00 p.m. the chairman will officially close the registration process. All reasonable efforts will be made to allow all Scouts present to complete the registration process. An extension of time prior to the race may or may not be done for cars undergoing adjustments in the Pit area. Registration after the start of racing will generally not be permitted. The chairman may make an exception for late arrivals, at his sole discretion, under circumstances where the Den of the late arrival has not started racing. THE CHAIRMAN WILL BE RESPONSIBLE FOR INTERPRETING ALL RULES FOR THE PINEWOOD DERBY. ALL DECISIONS REACHED SHALL BE FINAL.

RACE DAY SCHEDULE:

Registration 6:15 to 6:55 p.m. All cars must be weighed-in and inspected per car requirements. It is expected that all cars will be brought into compliance and qualified by 6:55 p.m. Please remember that if you are late, you may be disqualified for the race. If you think you may need to use the Pit area for car adjustments plan to arrive early. The Pit area will close at 6:55.

Race 7:00 p.m.

- **Pack Level Awards:** 1st, 2nd & 3rd place trophies for fastest times
 - **Den Level Awards:** 1st, 2nd & 3rd place trophies for fastest times
You may win only one trophy. The winners of the Pack Level Awards will not receive Den Awards. If you win a Pack level trophy the next best car in your den will win the Den Award.
 - **Most Favorite Car:** 1st, 2nd & 3rd place trophies judged by the scouts.
- Participant trophies will be awarded for all scouts who register, race, and did not receive one of the other awards.

If there is sufficient time after the end of the Race, informal, unofficial races will be allowed for scouts lined up in an orderly fashion.

All racing will end no later than 9:30 p.m. to allow time for the track to be dismantled and stored

We encourage you to have the scouts build as much of the car as can be done safely.
There are some achievements that can be completed while working on the car.
Remember the motto DO YOUR BEST.
Building the Derby car is a learning experience they will remember!

ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE

Following are the inspection points:

1. The car WEIGHT shall not exceed 5.0 ounces (0.312 lbs = 141.7 grams).
The official race scale shall be considered final.
2. The overall LENGTH of the car shall not exceed 7 inches.
3. The overall WIDTH of the car shall not exceed 2 ¾ inches.
4. The car must have 1 ¾" clearance between the wheels.
5. The car must have 3/8" clearance underneath the body.
6. The wood provided in the kit must be used. The block may be shaped any way that is desired.
7. The wheels supplied with the kit must be used. You may remove the seam from the wheels.
8. The axles supplied with the kit must be used. They may be polished or lubricated.
9. Wheel bearings, washers or bushings are prohibited.
10. The car must not ride on any type of springs.
11. The car must be freewheeling, with no starting devices.
12. No loose material of any kind, such as lead shot, may be used.
13. **Do not use tape or glue to add last minute weights or coins to your car. They will fall off.**
We recommend using wood screws and washers.

Each car must pass inspection by the official inspection committee before it will be allowed to compete. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications.

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- No commercially built cars allowed. The car body may have no moving parts.
 - If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
 - If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation; the track chairman may order the race to be rerun after the track is repaired.
 - If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
 - If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.
 - Only one car may be registered by each scout in the Pinewood Derby.
 - Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track.
 - Lubrication should be done before entering the school building.
 - 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, and weight specifications.

