

## Pinewood Derby



Who: Pack 844

Where: Alum Creek Church of Christ

When: Saturday, January 28, 2006

- Camp-in Friday night 7:00 PM
- Breakfast is from 7:30 AM to 9:00 AM
- The cost of breakfast is \$4.00 per person paid on Saturday
- Car registration starts at 9:15 AM
- Race starts: approximately 10:00 AM

See the back page for the "*Official Rules.*"

### Pinewood Pledge

- I promise to have FUN!
- I promise to be a good, honest competitor.
- I promise to respect my fellow competitors and offer them encouragement and congratulations.
- I promise not to be overly competitive (race to be first in line, etc.).
- I promise to thank my parents, stepparents, grandparents, or friends...whoever helped me build my car.
- I promise not to mope if I do not win. (Scouting builds character...leadership traits you will use later in life. Win or lose, walk out with your head held high)
- This is NOT a big deal.
- I promise that I will laugh and have a good time even if my car spins backwards, goes down the track upside down, crashes into the scoring tower and bursts into flames, requiring the Orange Township Fire Department to come and assist...

## Official Rules

These rules are taken from the handbook entitled "Cub Scout Grand Prix Pinewood Derby Handbook" (#33721A) which is available at the Scout Shop. It contains great tips and information.

1. **Width** – the overall width of the car shall not exceed 2 ¾ inches.
2. **Length** – the overall length of the car shall not exceed 7 inches.
3. **Weight** – the weight of the car shall not exceed **5 ounces**. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by addition of wood or metal only, provided any additional material is securely built into the body.
4. **Axles** – the original axle slots cut into the car must be used, so all cars have an equal wheelbase.
5. Wheel bearings, washers, and bushings are prohibited.
6. **Springing** – the car shall not ride on any type of springs.
7. **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, and weight specifications.
8. **Attachments** – the car must be freewheeling, with no starting devices.
9. **Inspection** – each car must pass inspection by the official inspection committee before it is allowed to compete. The inspectors have the right to disqualify those cars that do not meet these specifications.
10. The cars will compete on a four to six lane track with 6 or 10 rounds of races, depending on the number of boys competing.
11. Each boy will race in each heat and compete against all others in the pack.
12. All boys who compete will receive an award (trophy style display on which the car can be mounted).
13. Awards will be given to the top 3 cars with the most number of wins. Those trophies will display "1<sup>st</sup> Place", "2<sup>nd</sup> Place", or "3<sup>rd</sup> Place".
14. The completed car will be weighed the morning of the race and must fit inside a template set to the car specifications. We will be using the official **Cub Scout Derby Wheel Alignment Tool Kit (#7613)** to measure the cars (also available at the Scout Shop!). If you purchase and use this to complete your car you will pass inspection and have a properly set up car as well!
15. Each boy will be given a "pit pass."
16. Cars not meeting specifications will be able to make modifications to meet the specifications. If they cannot pass inspection they can still race but will not be eligible for awards.
17. Registration and car inspection (weigh in and template testing) will begin at approximately **9:15AM**.
18. Racing will begin at approximately **10:00AM**.
19. Once cars have been inspected they will be kept in the "pits" under supervision of the race officials. **No additional "tweaking", no additional axle lubrication...this is so the race is fair to all participants!** A small sticker will be affixed to the car to show it has met inspection.
20. Each heat will be announced. Drivers will report to the starting line and place their cars on the track.
21. Boys will retrieve their cars from the pits before their heat and return their car to the pits after their heat.
22. If a scout's car passes inspection and the scout cannot stay for entire race, a race official will race the car during that scout's heat.
23. Sportsmanship and behavior in accordance with the principles of the Cub Scout Law are expected during the event.
24. Above all, **HAVE FUN!**