

# GRAND PRIX PINEWOOD DERBY RULES FOR 2009



From the Pack 727 Pinewood Derby Race Committee

**RACE DAY: January 24, 2009 (8:30 - 1:30)**

- **Scout event**

Our goal is that the Scout should have the fun of racing a car he has built from materials in the Pinewood Derby kit. Adults and others should only guide and help in the construction. We will run a separate race for each Den. **Awards will be given to the top 3 finishers per den. At the Group Level, the 8 fastest cars in each category will advance to the Group Championship Races (Tiger, Wolf, Bear or Webelos). Awards will be given for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place for each level. At the Pack Level, the 8 fastest cars in the Pack will advance to the Pack championship race with awards for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place.**

- **Non-Scout - Nostalgia event** (...or "Why should the kids have ALL the fun?")

Everyone knows that Pinewood Derby is intended to be a joint effort between the parent and the Scout to build a car following the guidelines, and race the car to victory!!!

Sometimes, parents overlook this joint project opportunity and in their zest to build the fastest car, take over much of the project.

This event is designed to accomplish two things: One: to allow those 'need for speed' parents who have extra time after helping their Scout build their car, to build and race a car for themselves or Non-Scout brothers or sisters. Two: to allow vintage cars from the parents' youth to race again.

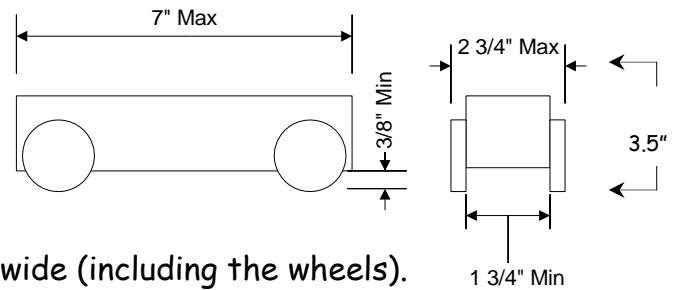
Rules - Same weight (5oz.), Length (7"), Width (2.75"), etc. Wheels may be different due to variations in wheels supplied over time. ***\$5 entry fee (per car) payable at inspection time (race day) and you need to obtain your own car from the Scout Shop.*** The only awards will be glory and the knowledge that you 'thrashed' the competition.

- **Design Awards**

The Race Committee also will judge Scout cars for excellence in several design and craftsmanship areas:

- Best Appearance
- Most Original
- Wackiest/Funniest
- Cub Master Choice Award
- Cub Scout Choice Award (Scouts vote for their favorite car between 9:00 - 9:30 on Race day)

## Race Car Rules



1. WIDTH: Car cannot be more than 2 3/4 inches wide (including the wheels).
2. LENGTH: Car cannot be more than 7 inches long (including the wheels).
3. HEIGHT: Car cannot be more than 3.5 inches tall (including the wheels).
4. WEIGHT: Finished car cannot weigh more than 5.00 ounces. The weight shown on the Official Race Scale is final. **All weights attached to the bottom of the car should be countersunk to maintain 3/8" clearance.** All car parts and materials must be firmly attached. To increase the car's weight, add wood or metal only.
5. WHEEL PLACEMENT: The car body must be at least 1 3/4 inches wide at the axles. **Do not narrow the width of the car where the wheels attach.** The bottom of the car must clear the ground by at least 3/8 inch. If desired, you may change the wheelbase (distance between front and rear axles) as long as the overall car length of 7" is maintained. The four wheels, two on each side of the car, must be placed such that the car will straddle the lane guide and **maintain all four wheels in contact with the surface of the track.**
6. WHEELS AND AXLES: **Use only the Official Scout Grand Prix Wheels and Axles provided in your kit.** You can polish the axles. You may lightly sand the wheels to remove the molding seam on the tread. **The initial shape of the wheel must be maintained (no beveling, narrowing, etc.).** No other wheel changes are allowed. You may not use bearings, washers, bushings or wheel covers (hub caps). The car may not ride on any type of springs.
7. DETAILS: Details such as Steering Wheel, Driver, Decals, Painting, and Interior Details are okay. The finished car with details must meet the maximum length, width, height, and weight rules.
8. ATTACHMENTS: The car must be free-wheeling with no starting devices. Any car losing an item or accessory will be allowed to continue to race without the item attached.
9. LUBRICATION: Use dry powdered graphite ONLY. You may not use any other lubricant, especially oils and silicone sprays. No graphite may be applied inside the building or after final inspection / impounding. Exception - Cars advancing to the Group or Pack championship can be lubricated outdoors prior to the races.
10. INSPECTION: Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will disqualify any car not meeting these rules. Any Scout may appeal the findings of the Inspectors to the Race Committee Chairperson, whose decision is final.

11. Cars are to be built new for this year's derby. Cars raced in previous years are not eligible to be raced. The Scout's name should be on the car for identification.

## **Race Ground Rules**

1. **GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED.** Race Officials may ask anyone not following this rule to leave.
2. The Grand Prix Pinewood Derby is open to all Scouts in Pack 727.
3. **Race Scoring Method:** We will be using an elimination method that will have all cars race on each lane at least once. Winners are not determined until all heats are run. The winner will have the fastest overall time of the 4 heats.
4. If a car jumps off the track or interferes with another car, the heat is run again. If it happens again, the car loses the heat.
5. If a car breaks down during a heat, the Scout is allowed three minutes to fix the car. Then Officials will run the heat again. If the car cannot be fixed in three minutes, the car loses the heat and the cars slowest time will be used for that heat. If the Scout can then fix the car, it may run in its next scheduled heat.
6. Only Race Officials and Scouts involved in the current heat are permitted inside the track area.

## **Race Procedures**

1. Each Scout must have his car inspected and impounded prior to race day (See Location Information). If the car fails to meet any of the rules, the Inspectors tell the Scout the exact problems. The Scout may change the car to meet the rules. Once impounded, the Pinewood Derby Race Committee will store the car until race day.
2. The Scouts cars will be placed on the Starters' Table. Scouts may not handle their car again unless: getting the car for the start of a heat, or putting the car on the Starters' Table after a heat, or fixing the car as allowed in Ground Rule 5.
3. The Master of Ceremony calls Scouts to the Pit Area for their heats. Scouts will have 3 minutes to report. Failure to report will cause Scout to lose the heat. The Scouts will be directed to take their cars from the Starter's Table, place their cars at the start gate, and then go to the finish line to watch the heat.
4. The Pinewood Derby Track Timer will indicate the time of each car to the one hundredth of a second. Each cars time will be entered into a spreadsheet and tallied. If there is a problem with the timer, Officials will run the heat again. The Scouts will then return their cars to the Starter's table and leave the pit area.
5. Officials present racing awards at the end of each bracket. Design awards will be presented at 9:45 AM. Last, we will run the Non-Scout / Nostalgia Competition Race.





# Pack 727 2009 Pinewood Derby Race Day Schedule

Melinda Heights Elementary  
School

Saturday January 24, 2008

Scout Competition	
Rank	Race
Opening Ceremony	9:00 AM - 9:10 AM
Vote For Cubscout Choice	8:30 AM - 9:00 AM
Tiger Cubs	9:15 AM - 9:55 AM
Announce Design Award Winners	9:55 AM - 10:10 AM
Wolf	10:10 AM - 10:50 AM
Bear	10:50 AM - 11:45 AM
Webelos	11:45 AM - 12:25 PM
Pack Championship	12:40 PM - 1:00 PM

Non-Scout / Nostalgia Competition - <b>\$5.00 Entry Fee</b>	
Register	Race
11:30 PM - 12:00 PM	1:15 PM - 1:30 PM

Cleanup - 1:30pm - 3:00pm

CONSESSION STAND WILL BE OPEN DURING THE EVENT.

- Hotdogs or Pizza
- Coffee and Hot Chocolate
- Donuts
- Chips
- Soda and Water