

Pack 241 Pinewood Derby Race Rules

*** TROOP CLASS ***

These rules supersede the rules that were provided in the Pinewood Derby kit and all past years' rules

Car build/inspection rules:

1. Eligibility – Any currently enrolled Troop 241 Boy Scout. Only 1 car per person will be registered to race.
2. The Pack will not supply Troop racers with a free Pinewood Car Kit; it must be purchased from the Pack.
3. You may NOT use a car from a previous year's race. You must build a new car for this year's race.
4. The finished car cannot weigh more than **5.00** ounces. The weight on the pack scale will be considered official. There will be times available prior to race day to check your weight using the pack scale.
 - a. All added weight must be securely fastened to the car, e.g. by permanent glue, nails or screws, but not by "sticky substances", e.g. tape, or tack spray. All weights must be secure so they do not move or shift when the car is shaken.
5. The finished car must fit inside the pack's Go/No-Go box (see image below). If the car does not fit in the box it is violating one or more of the below size specifications and will not qualify for the race and will not be allowed to race on the track. **NO EXCEPTIONS**
 - a. Overall length shall not exceed 7 inches.
 - b. Overall width shall not exceed 2 $\frac{3}{4}$ inches.
 - c. The car body must be at least 1 $\frac{3}{4}$ inches wide at the axles. It must clear the ground by at least $\frac{3}{8}$ inch the whole length of the body. If desired, you may change the wheelbase (distance between front and rear axles). However, the wheels shall not extend beyond the front or rear of the body.
 - d. The car height shall not exceed 4 $\frac{1}{4}$ inches.
6. The car may be shaped any way that is desired – ensure size requirements listed above are followed.
 - a. Front End Design – the 'starting pin' for each race lane is a vertical pin 1 inch tall and $\frac{1}{4}$ " inch wide centered in each lane. **NO PART OF THE CAR** is allowed to extend past this pin. Common design issues which may cause the front end to extend past the pin include upswing nose and/or concave or vee shaped nose. Questions of compliance will be handled during pre-race check-in by the Inspection Committee and their decision is final.
7. The car must be freewheeling, with no starting devices.
8. Details such as steering wheel, driver, decals, painting and interior details are allowed. The finished car with all details must meet the maximum size & weight dimensions previously listed. Cars with wet paint will not be accepted.
9. **NO NUMBERS ARE ALLOWED ON THE CAR** – please reference race procedure #2 on next page.

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 which do not meet these specifications. If the Inspection Committee member cannot make this determination then the **Pack Pinewood Derby Chairman will have the final say in all decisions.**



Race Day Ground Rules:

1. GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED. Race Officials may ask anyone not following this rule to leave.
2. All cars will run four heats and have four chances at scoring. This means that each car will go down each rail of the four lane track once and possibly against three different cars per time depending on the computer's placement.
3. Any car that jumps off the track may cause the heat to be re-run or loses the heat – Officials will make this decision if this occurs.
4. If a car breaks down, the scout is allowed five minutes to fix the car. Officials will run the heat again. If the car cannot be fixed in five minutes, it loses the heat.
5. Only Race Officials and Scouts involved in the current heat are permitted inside the track area.

Race Day Procedures:

1. Each Scout must bring his car to the inspection table. If the car fails to meet any rules, the inspector tells the scout the exact problem(s). The scout may change the car to meet the rules, but only as time allows before his scheduled first heat. There will be times available prior to race day to have your car preliminarily inspected; however, all cars must have a final inspection on Race Day.
2. After inspection, the car will have a numbered sticker placed on the car. This sticker will not be removed until after all racing heats are complete. No other numbers should be placed on the car during construction.
3. After inspection the car will be taken up to the Starters Table. Scouts may not handle their car again unless:
 - a. Fixing a car as allowed in Race Ground Rule 4.
4. Do not take a car off the Starters Table for any reason until all Racing Heats have been completed. You will be disqualified from the race.
5. The Official Scorer will call Scouts to the gate for their heats. Scouts will go to the finish line to watch the heat.
6. They will be Officials at the finish line to oversee the finish of a heat. If the Officials cannot agree with the finish line computer scoring, they may ask the Official Score Keeper to run the heat again.
7. Once the heat is deemed complete the cars will be returned to the Staging Area by Race Officials and the next heat run.

***** ONCE AGAIN, THE PINWOOD DERBY CHAIRMAN WILL HAVE THE FINAL SAY IN ALL DECISIONS *****

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!