



2016 Talakto District Pinewood Derby "Rules of the Road"



The intent of the Pinewood Derby is to strengthen the relationship between the Cub Scout and his parent(s) by the introduction of a construction project requiring planning, design and building techniques. The success of the project is in the construction of the car itself, not in the resulting races. The race will determine the fastest car in the fairest setting, but it will not necessarily reflect the most successful project. As the construction of the car strengthens the Cub's relationship with his parent(s), the race strengthens the Cub's character by accepting winning and losing gracefully. The Pinewood Derby race should be an enjoyable and fun family experience for all those participating. Remember, "Keep It Simple, Make It Fun!" The focus of this event is not to win at any cost, but for each Cub Scout to DO HIS BEST!

The Car

Construction

1. Cars must be constructed from the official BSA Grand Prix Pinewood derby kit including wheels and axles. BSA Grand Prix Pinewood Derby wheels and axles that have been altered and re-sold by third parties are prohibited.

2. Car Dimension Requirements

Maximum car width (including wheels): 2-3/4 inches

Maximum car length: 7.0 inches

Maximum overall car height: 4.0 inches

Chassis clearance: Cars must clear the center rail of the track which is 1-3/4 inches wide by 1/4 inch tall along the entire center length of car.

Weight: The maximum car weight is 5.00 ounces (141.7 grams) – the official race scale is FINAL.

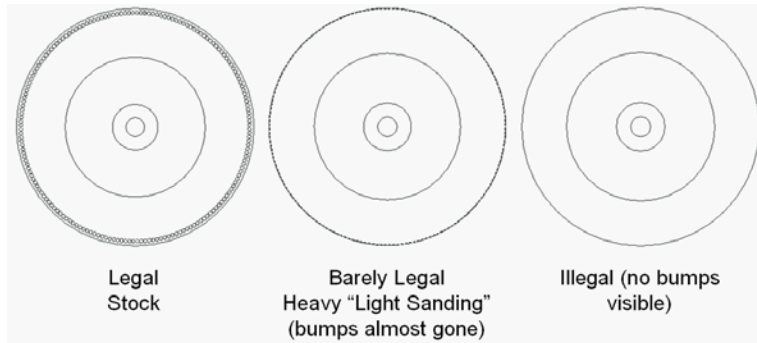
NOTE: For cars entered in the Looks Competition only, there are no particular restrictions to height, width, or length (or even weight), but please keep it reasonable as we still have to put it on a display rack. All other rules apply.

3. No moving or loose parts/weights may be incorporated into the construction of the car. No magnets or sticky surfaces are allowed on the car.
4. An extended wheel base is allowed.
5. No part of the car may protrude beyond the leading (uphill) edge of the starting pin.
6. The front of the car resting against the starting gate shall not be higher than 1" from the track surface or less than 3/8" in width in the center. This will ensure the car properly rests against the starting gate.

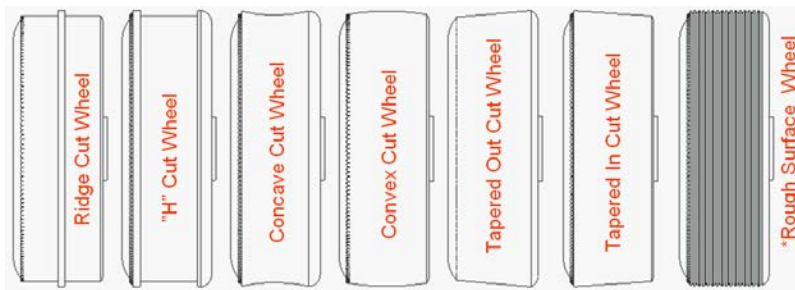
Wheels and Axles

7. Wheel bearings, washers, bushings, springs and wheel spacers are prohibited. "Wheel covers" and "hubcaps" are not allowed as they prevent inspection of the wheel hubs and axles.
8. There must be at least four wheels on the car (left front, right front, left rear and right rear).

- The wheel diameter cannot be machined or sanded past the ridge edge (bumps). Some portion of each bump must remain around the full wheel circumference. The wheel tread surface may not be rounded, tapered, grooved, H-cut, V-cut or otherwise shaped.



Examples of Legal and Illegal Sanding



Examples of Illegal Wheel Tread Modifications

Lubrication

- Only **dry** lubricants are allowed. Approved lubricants include (but are not limited to) graphite and Teflon.

New this year!!

Spirit of the Race

- For the District Race, all packs will compete as a team. Each scout's car will race and the times will be averaged together for the team trophy. The pack with the best overall result wins the traveling team trophy.**
- The top 5 in each rank (Tiger, Wolf, Bear, Webelos) will be awarded trophies.**
- The top 3 in each rank (Tiger, Wolf, Bear, Webelos) will earn a spot in the Council Race.**
- All cars, whether entered in the Speed or Looks Competition must meet the same requirements as outlined below unless otherwise noted.
- The Scout should play an active role in the design and construction of the car. It is understandable that a younger Scout will need more assistance from an adult and we encourage this along with explanations for the reason the wheels are sanded, axles are polished, etc.
- Pinewood Derby cars must be built within one year of the running date. No repeats. No parts (wheels/axles) of previous cars may be used.
- No Cub may enter more than one car in the same category.
- Pre-cut body kits sold by third party vendors are allowable on the condition that sufficient modifications be made to the car such that it is no longer visually identical to the original piece (modifications may include: sanding, modifying the shape, adding fender kits, etc).

6. During any race, if a car leaves its lane and interferes with another car or suffers any mechanical problems, the Scout will be given a chance to repair the car, no times will be recorded and the race will be re-run. If the same car causes interference or breaks down again, the race will be re-run but without the offending car.
7. The Scouts first name, last name and Pack number must be written on the bottom of the car.



Inspection

Each car must pass inspection by the District Inspection Committee before it may compete. If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make adjustments to the car. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.

If you are checking in three or more cars for your Pack, please arrive during the first hour of the inspection period. After the first hour, you will be allowed to inspect two cars at a time then asked to re-enter the line for the additional car(s).

Judge discretion applies to all issues both covered and not covered in these rules. Any dispute of these rules with regard to a specific car's eligibility to race in the District Race will be decided upon by no less than three members of the District Inspection Committee. The Committee's decision will be final.

No car shall be touched by non-race personnel once it has been passed through inspection. If for any reason a car is returned to its owner, it must be given a complete re-inspection to be allowed into competition.

At the completion of the Speed Competition, any car may be subjected to a post-race inspection at the discretion of the Inspection Committee.



Qualifying for the District Race

Each Pack will be allotted a number of slots for the District Speed and Looks Competition. The number of slots allotted to each Pack will be based upon the number of Scouts registered in the Pack. The minimum number of slots allotted to each Pack for the Speed Competition is three (3). The minimum number of slots allotted to each Pack for the Looks Competition is three (3).

To qualify for the District Competition you must meet the following requirements:

Your car must meet the Talakto District Pinewood Derby "Rules of the Road" listed in this document.

You must be one of the top finishers in your Pack's Speed and/or Looks Competition. A car can qualify for both the Speed and Looks Competition. Cars may only enter the District category (or categories for dual entry cars) for which they have already placed at the Pack level competition. Cars entering the race must be verified by the **Cubmaster's signature** on the entry form. The original colored entry form (no copies) must be presented with the car to enter the district race.

