

# 2019 Tri Rivers District Pinewood Derby Rules

The 2019 Tri Rivers District Pinewood Derby Race will be held at Salmon Run Mall on Saturday, May 4, 2018. These rules will be strictly enforced on Race Day in order to prevent issues, controversy, or unfair advantages. **Units must complete online registration no later than April 30, 2018 (<https://longhouse.tentaroo.com>)**

## 1. Eligibility

**1.1. Speed Category:** Scouts will compete against Scouts of the same den level (IE Lions will Race other Lions, Tigers will race other Tigers, etc.).

1.1.1. The **2 fastest cars** from each Den in the Pack Races are eligible to compete in the District Race. The third fastest car may be designated as the alternate in the event one of the primary two cars cannot race.

1.1.2. **Scouts must be present at the appointed time of their Den Group races.**

1.1.3. Unit Leadership **must sequester cars**, at the completion of the Pack races, of those competing in the speed category.

1.1.4. The Scouts age/grade/Den at the time of the Pack Race determine the Scouts eligibility. If Arrow of Light Scouts raced in their Pack before crossing over to Boy Scouts, they are eligible to race and will be in the Webelos group.

**1.2. Non-Speed Categories** – Each Pack may submit two cars for judging in the following categories: **Scout Favorite** (participants will vote on the cars), **Scout Spirit** (Car should display visual elements of scouting such as scout colors, rank emblems, motto, or fleur-de-lis), **I Did My Best** ( Cars that were completed by the Scout with very limited or no parental assistance).

1.2.1. Understanding that Packs use different non-speed categories, Unit Leadership should do their best to tie these three categories to the non-speed categories used by the unit (IE Best Paint Job used by Pack #1, may be entered as Scout Favorite. Any visual scouting element will qualify the car for Scout Spirit)

1.2.2. Unit Leadership **must sequester cars** competing in the non-speed category as well.

1.2.3. Scouts competing in non-speed events do not have to be present to win. Judging will commence at the conclusion of all the races.

**1.3. Impounding of cars at Pack derby races** – The Scouts that qualify for the district meet must have their cars impounded and secured at their pack derbies (This includes alternates). The adult leader responsible for impounding the cars will not allow any handling of the cars in any way prior to the district derby. The adult leader responsible for impounding the cars will be responsible for bringing the packs' cars to the district race and delivering them to the "Inspection and Registration Team Table" on the day of the meet. ***Any car brought to the district derby by anyone other than the pack representative will be disqualified.***

## 2. Timeline and Conduct of the Races

### 2.1. Timeline

09:30-10:15 Unit Representative Car Check In  
10:15-10:30 Lions Check In  
10:30-11:00 Lions Race  
11:00-11:15 Lion Awards  
11:00-11:15 Tigers Check In  
11:15-11:45 Tigers Race  
11:45-12:00 Tigers Awards  
11:45-12:00 Wolves Check In  
12:00-12:30 Wolves Race  
12:30-12:45 Wolves Awards  
12:30-12:45 Bears Check In  
12:45-13:15 Bears Race  
13:15-13:30 Bears Awards  
13:15-13:30 Webelos Check In  
13:30-14:00 Webelos Race  
14:00-14:15 Webelos Awards  
14:15-14:30 Non Speed Judging  
14:30-14:45 Non Speed Awards

### 2.2. Car Registration

- 2.2.1. **Inspection**-Beginning at 9:30 AM, Unit representatives with the sequestered cars will check-in their cars with the District Race Staff. Each car will be weighed and inspected to ensure compliance with the physical requirements of the cars (listed below). Each car will then have a sticker with a number on it corresponding to the pre-registration list of names so District Race staff can keep track of each car. Cars that pass inspection will be placed on a holding table, until Scouts that are racing come to check in at their designated times. Scouts and Parents are invited to come watch the inspection, but the Unit Representative, and the Track Officials will conduct the actual inspection.
- 2.2.2. **Failed Inspection**- If a car fails to pass inspection, the car will be set aside in a separate holding area until the scout checks in. At that time, it is at the discretion of the Track Master to allow minor modifications to the car in full view of the staff in order to get the car to pass inspection. If the required modifications are deemed to major by the Track Master, the car will be disqualified.
- 2.2.3. The unit Representative is NOT required to stay for the duration and may leave once the cars are checked in for the unit.

### 2.3. Scout Check In

- 2.3.1. Scouts **MUST BE PRESENT** for their cars to race. Scout check in will occur fifteen minutes prior to the start time of each age/grade/Den grouping. Scouts will be asked to verify their cars.
- 2.3.2. **Alternates**- If a Scout has been designated the alternate, they should check in the same as the primary racers and identify themselves to track officials. Prior to the start of the race, the Track Master will review the registration and check in and inform the alternate whether their car will be racing.
- 2.3.3. **Lubrication** -Wheels may be lubricated with graphite upon completion of Scout check in. Wheels may only be lubricated one time. Lubrication may only be added to the wheels of the car by the Cub Scout. **No liquid lubrication may be used.** Use of oils or other liquid lubrications will result in disqualification.
- 2.3.4. If the car failed inspection in the morning, this is the time the Scout will have to “fix” the car prior to the race in view of the track officials (if deemed appropriate by the track master as outlined above in 2.2.2).
- 2.3.5. **Weight**- Weight fine-tuning will be accomplished **ONLY IF THE CAR IS OVER WEIGHT**, or if a weight broke loose during the impound period. All weights must be secured so that they do not fall off during racing. Weights must be secured in a manner that will not interfere with the track (there must be sufficient clearance under the car, so it does not rub on the track). Mercury, or other hazardous material or items such as live ammunition will not allowed as a weight. Weights must be fixed to the car. Movable weights are prohibited.

2.3.6. During the Scout check in, the Scout will be given the opportunity to pose for a photograph with his car in front of the track. This will be the last time the scout will touch the car until after the race (unless of emergency repairs as described below). The car will then be placed on the Pit Row / Ready Table at the head of the track.

#### **2.4. Conduct of the Race**

2.4.1. Once check in is complete, only track officials will handle the cars (unless an emergency repair is necessary). Track officials will handle the cars with care and ensure not to handle the cars by the wheels or axles, but rather by the sides. Track official will load the cars on the track and ensure that each car is running in the appropriate lane.

2.4.2. Every car will run three times, once down each lane. The winner is determined by the lowest cumulative time for all three runs. In the event of a timer or computer malfunction, the heat will be run again until a usable time is determined.

2.4.3. If a car jumps the track, the heat will run again. If the car jumps the track a second time, the Track Master will determine if an emergency repair is appropriate. If so, the car will be repaired, and *re-run in the same lane* in a subsequent heat, or by itself.

2.4.4. If a car leaves its lane and interferes with another car, the heat will run again. If the same car leaves its lane again and interferes again, then the heat will run again without the interfering car. It will be determined by the track master if an emergency repair is appropriate. If so, the car will be repaired, and re-run in the same lane in a subsequent heat, or by itself.

2.4.5. If a car suffers a mechanical problem, (loses an axle, breaks a wheel, etc.), and a repair can be made in a reasonable amount of time (to be determined by the Track Master), then the heat will run again. If not, the car will be disqualified.

**2.5. Emergency Repairs** If the Track Master deems that an emergency repair is appropriate, and possible, emergency repairs will be authorized. Weights, fins, or other affixed items falling off **will not** constitute an appropriate situation for emergency repairs. Generally, it will involve axles, or wheels breaking.

2.5.1. A parent may accompany a Scout to the repair area and may offer suggestions but may not touch the car or otherwise do the repairs to the car. An exception to this rule may be made with Tigers and Lions, as the BSA guideline clearly spells out the very close pairing made between these two young ranks and their adult partner. Partners of Tigers and Lions need to make every effort to foster independence in their boys but may help as needed. Only Tiger and Lion adult partners may help repair the cars.

**2.6. Final Authority-** Track officials will address any issues not covered by these rules, with the Track Master being the final decision authority.

### **3. Awards**

**3.1. Speed-** 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place awards will be given to the fastest three cars for each age group (Lions, Tigers, Wolves, Bears, Webelos) as determined by cumulative time. The awards will be given to the winners at the end of each period assigned to the age groups. This prevents families from having to stay at the race all day. There will be no overall, combined age district race. The scouts will only compete against scouts in their own age/grade/Den from other Packs. As the Scouts must be present to race, and the awards are be given out at the conclusion of each of the Den races, Scouts should be present for their awards.

**3.2. NON-SPEED-** 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place awards will be given for Scout Favorite, Scout Spirit, and I Did My Best. All competitors will be given a ticket to vote for one car that has been entered as Scout Favorite. Each of the Scout Favorite cars will have a box, that the scouts will place their ticket in to vote for. The tickets will be counted and the three cars with the most tickets will receive the awards. In the event of a tie, the Track Master will be the tie-breaking vote. Three members of the Officiating crew will be selected to determine the awards for the other two categories.

**4. Individual Car Rules and Requirements-** The rules and requirements set forth here will be strictly enforced to eliminate any car having an unfair advantage over the others. All scouts will start with the same materials and must make a car that can race fairly against all other scouts. When building cars all scouts will be held to the scout law. A SCOUT IS HONEST. A SCOUT IS TRUSTWORTHY.

**4.1.** All cars must use the official "Grand Prix Kits" issued by the pack or purchased at the local scout shop. No precut cars, no cars made from materials not included in the Grand Prix Kits or available through an official BSA Store. If the item can be purchased at the council store or through scoutstuff.org, it will be allowed on the car. This will include alternate colored wheels and wide body kits. Insignificant additions that do not affect performance (small driver figures, stickers, etc...) may be used even if not purchased through BSA. Additional weights may be purchased and used from any source, so long as it complies with 2.3.5 above.

- 4.2. The cars must comply with the following standards in order to fit on the track:
- 4.2.1. Weight – Not more than 5.0 oz.
  - 4.2.2. Length – Not longer than 7 inches
  - 4.2.3. Width – Not more than 2 ¾ inches (outside wheel to outside wheel)
  - 4.2.4. Width between wheels – Not less than 1 ¾ inches
  - 4.2.5. Ground Clearance – Not less than 3/8 inch
  - 4.2.6. Factory cut wheel slots must be used for axle placement. No modifications to the axle slots are authorized. Drilling axle holes is expressly prohibited.
  - 4.2.7. No magnets are allowed.
  - 4.2.8. Weighted wheels are prohibited.
  - 4.2.9. Changing the diameter or the shape of the wheels are prohibited. Beveled wheels will be disqualified. The seam on the wheel may however be sanded or removed.
  - 4.2.10. Axles may be buffed and free of burs, however changing the diameter of the axles, thinning the axles, or otherwise modifying the axles is prohibited. No single rod axles or pre-manufactured axles will be authorized. Only the NAILS that come with the grand prix kit will be authorized.
  - 4.2.11. No washer, bearings, bushings, or any other foreign objects may be used on the wheels or axles.
  - 4.2.12. All cars must be built within this scouting year and may not have raced in other races other than the Pack Qualifying Race.
  - 4.2.13. Each car will participate in only one category at the district race. Cars will not be entered in both speed and non-speed categories.
  - 4.2.14. It is not necessary that the cars entered in the non-speed categories are able to completely run down the track from end to end. However, the car must be able to roll on the track. Each of these cars must still comply with other physical requirements referenced herein.
  - 4.2.15. All cars will be built out of the materials provided in the Official Grand Prix Kits. This Grand Prix kit included nails for the axles, and wheels. No loose materials, wheel bearings, washers, or bushings will be permitted on the cars. **No pre-made kits are authorized.**
  - 4.2.16. The car will not ride on any type of springs and must be freewheeling without any starting devices.
  - 4.2.17. Detailing such as steering wheels, drivers, decals, and painting are authorized if they do not conflict with any other rules.
  - 4.2.18. Wheels may be lightly sanded to remove burrs, injection marks or other imperfections. Wheels that are beveled, turned, thinned or otherwise altered whereby the shape of the wheel is significantly changed will be disqualified. The edges of the tire will not be changed to make it more round. The inner hub may be lightly sanded for burrs, but reshaping is also prohibited.
  - 4.2.19. Axles may be polished. The only lubricants allowed are powdered graphite, or powdered silicone as sold at the scout shop. If a wheel repair must be undertaken, the authorized referenced above may be applied at the time of the repair. No lubricants will be applied during the race unless immediately followed by a wheel repair.
  - 4.2.20. Axle heads must remain visible. No hubcaps or covers of any type are allowed on the wheel.
  - 4.2.21. The entire car must fit behind the starting post. No part of the car may protrude forward of the starting post. Cars that do not comply with this requirement will be disqualified.