

# Onedia District Pinewood Derby



Scouts, Siblings, and Parents race unique,  
creative, homemade cars down the track!

Come and enjoy some food and games as well!

When:

**05/04/19**

Check in begins at 11:00 am

Races Begin Promptly at 1:00 pm

Order of Races – Lions, Tigers, Wolves, Webelos,  
Sibling, Outlaw & District Overall Race

Where:

Salina Civic Center  
2826 Lemoyne Ave  
Mattydale, NY 13211

Price:

\$10.00 per Racer  
(registration form attached)

Wear:

Field Uniforms

**CAR #**  
(Official Use Only)



# Oneida District



## Pinewood Derby Registration Form

**BRING THIS FORM WITH YOUR CAR TO CHECK-IN**

*This section to be completed by racer/family:*

Racer Name: \_\_\_\_\_

Pack #: \_\_\_\_\_

Rank/Division: Tiger    Wolf    Bear    Webelos  
(circle one)  
Arrow of Light    Sibling    Adult

Payment: Online    w/Registration  
(circle one; \$10 per racer)

Car Name: \_\_\_\_\_

Paid by: \_\_\_\_\_

Official Use Only: Car #: \_\_\_\_\_

Validated: \_\_\_\_\_

### Official 10 Point Inspection Checklist (To Be Completed by Race Judge)

**Body:**

① Official BSA Pinewood Derby Kit used

**Width & Length:**

② Car fits in Official Size Inspection Box

- Width must not exceed 2 3/4"
- Car must straddle aluminum lane wheel guide
- Car must be no taller than 4" in total and have 3/8" clearance underneath
- Overall length may not exceed 7"
- Starting peg rest no higher than 1 1/2 "

**Wheels:**

③ Official wheels and axles used

④ No washers, bushings, bearings or springs

⑤ No reductions in width or diameter, or changes in wheel shape (bumps are all present on outer edge of wheel)

⑥ No hubcap covering axle ends or coating on axles

**Weight:**

⑦ The weight of the car must not exceed five (5) ounces

**Lubricants:**

⑧ Dry graphite or dry graphite/molly lubricant used (no liquid lubricants, waxes, polishes or soap other lubricants)

**Other:**

⑨ Cars free-wheel with no stored energy, movable weights, or starting device

⑩ Car built for this year's race

Passed Inspection

Inspection Judge \_\_\_\_\_

Recheck (if needed) \_\_\_\_\_

## **2019 Oneida District Pinewood Derby Rules**

The 2019 Oneida District Pinewood Derby Race will be held at Salina Civic Center on Saturday, May 4, 2019. These rules will be strictly enforced on Race Day in order to prevent issues, controversy, or unfair advantages. Please register online via Tentaroo or bring the enclosed Racer Registration Form with you to the event, along with your preferred form of payment.

- 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
  - 1.2 All registered scouts, siblings, and parents of the Oneida District are eligible to participate in the District Wide Pinewood Derby.
  - 1.3 Racers must be present at the appointed time of their Den Group races.
  - 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.
- 2 Timeline and Conduct of the Races
  - 2.1 Timeline

11:00 AM Check-in; 12:00PM Start: Lions will race 1<sup>st</sup>, followed by Tigers, etc.
  - 2.2 Awards will be awarded upon completion of the race.
  - 2.3 Car Registration
    - 2.3.1 Inspection- 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.
    - 2.3.2 Failed Inspection- If a car fails to pass inspection, the car will be set aside in a separate holding area, 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.
  - 2.4 Scout Check In
    - 2.4.1 Racers MUST BE PRESENT for their cars to race.
    - 2.4.2 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.
    - 2.4.3 Weight- Weight fine-tuning will be accomplished ONLY IF THE CAR IS OVER WEIGHT,. 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.
  - 2.5 Conduct of the Race
    - 2.5.1 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.
    - 2.5.2 Every car will run four 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.
    - 2.5.3 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 it 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.
    - 2.5.4 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.
    - 2.5.5 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.
  - 2.6 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.
    - 2.6.1 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.

## 2.7 Final Authority

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

## 3 Awards

- 3.1.1 Speed-1st, 2nd, and 3rd 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 at the end of the derby. As the Scouts must be present to race, and the awards are to be given out at the conclusion of each of the Den races, Scouts should be present for their awards.

## 4 Individual Car Rules and Requirements-

- 4.1 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.
- 4.2 All cars must use the official "Grand Prix Kits" issued by the pack or purchased at the local scout shop. No pre-cut 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.
- 4.3 *The cars must comply with the following standards in order to fit on the track:*
  - 4.3.1 Weight – Not more than 5.0 oz.
  - 4.3.2 Length – Not longer than 7 inches
  - 4.3.3 Width – Not more than 2 ¾ inches (outside wheel to outside wheel)
  - 4.3.4 Width between wheels – Not less than 1 ¾ inches
  - 4.3.5 Ground Clearance – Not less than 3/8 inch
  - 4.3.6 Factory cut wheel slots must be used for axle placement. No modifications to the axle slots are authorized. Drilling axle holes is expressly prohibited.
  - 4.3.7 No magnets are allowed.
  - 4.3.8 Weighted wheels are prohibited.
  - 4.3.9 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.
  - 4.3.10 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.
  - 4.3.11 No washer, bearings, bushings, or any other foreign objects may be used on the wheels or axles.
  - 4.3.12 All cars must be built within this scouting year and may not have raced in other races other than the Pack Qualifying Race.
  - 4.3.13 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.
  - 4.3.14 The car will not ride on any type of springs and must be freewheeling without any starting devices.
  - 4.3.15 Detailing such as steering wheels, drivers, decals, and painting are authorized if they do not conflict with any other rules.
  - 4.3.16 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.
  - 4.3.17 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.
  - 4.3.18 Axle heads must remain visible. No hubcaps or covers of any type are allowed on the wheel.
  - 4.3.19 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.