

# Pack 352

# Pinewood Derby

## Pinewood Derby Purpose

The purpose of the Pinewood Derby is to help Cub Scouts build a team relationship with their parent or partner, experience a sense of accomplishment, learn good sportsmanship, and enjoy the fun and excitement of competition. Learning is an important part of the Pinewood Derby races. The Cub Scout should not only learn about such concepts as friction and gravity, but they should learn how to work with power tools safely. Depending on the experience of the Cub Scout, it may be necessary for adult supervision while building the pinewood derby car. This is a great way for an adult and a cub scout to spent time together and "Do our best".

The Official Pack 352  
2006 Pinewood Derby  
Rules and Procedures

## Official Cub Scout Race

### Car Building Rules / Specifications

*All cars must pass inspection to qualify for the race.*

*All cars must comply with the following racing specifications:*

1. The car **must** be constructed from the **Official BSA Pinewood Derby Car Kit given to each Scout by Pack 352.**
2. The car must have been made during the current scouting year.
3. The width of the car must not exceed 2-3/4 inches and the length of the car must not exceed 7 inches.
4. The width between the wheels must be 1-3/4 and the bottom clearance must be 3/8" in order to perform properly. (The track uses a center guide.)
5. The wheelbase of the car may not be modified; it must be the same as the official kit.
6. The weight of the car must not exceed "5.0 ounces" (141.7 grams)\*\*\* as weighed on the official Pack 352 Scale.
7. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided the material is securely built into the body.
8. Axles and wheels shall be as provided in the official BSA Pinewood Derby Car Kit. No substitute wheels or axles will be allowed. Specifically prohibited: magnets, wet lubricants, one-piece axels, Teflon type tape and silicon spray.
9. Wheels bearings, washer, hubcaps and bushings are not permitted.
10. Modifications to the wheels or axles are not permitted. Wheels may not be altered in any way that would change their dimensions except to polish for "truing." Do not cut or mold the wheels in any way or your car will be disqualified.

11. The car must not ride on any kind or type of springs.
12. Details such as the steering wheels, driver, decals, painting and interior detail are permissible as long as the addition of these details does not exceed the maximum length, width and weight specifications.
13. The car must be freewheeling with no stored energy or movable weights. No starting devices or pushing allowed.
14. There must be no loose parts in or on the car, this goes for weights.
15. Only graphite or other DRY lubricant will be allowed for lubricating the wheels. No spray lubricants or oils of any kind.

## General Rules

1. Only registered Pack 352 Scouts in Class A Uniforms may participate and only one car per Scout is allowed. Several cars may be built but only one car may be registered and raced.
2. Cars may not be altered in any way after they have been registered for inspection. Once the car has been certified for the race, it may only be touched by a race official. If it is touched by a scout or parent, the car must be reinspected. Some repairs will be allowed during the Derby only if they do not delay the race, but no modifications.
3. Use only the wood block, wheels and nails furnished in the kit provided by Pack 352.
4. Cars constructed for previous Pinewood Derbies are not eligible to compete.
5. The official race number (affixed by the inspection official) must remain on the car until after all races are complete.
6. The winner is determined by the car whose nose crosses the finish line first.
7. Any car not meeting the specifications listed will not be allowed to race.
8. Boys who are unable to appear at the race due to schedule conflicts may still participate through a proxy. The proxy may be an adult leader, parent or guardian, sibling, or another Cub Scout. In order to participate by proxy, the Cub Scout must receive prior approval from the Pinewood Derby Committee.

## Racing Ground Rules

1. Only Pinewood Derby officials will be allowed to place the cars on the track.
2. Any race in which there is a tie will be rerun.
3. A car that jumps off the track or interferes with another car shall be moved to a different lane and the heat run again. If the same car jumps off the track a second time, the car loses the heat. If a car jumps off the track more than twice, it will be disqualified.
4. All races will be double-elimination. This means that each car must lose twice before being eliminated, in each heat.
5. If a car breaks down the scout will be allowed to fix his car before the start of its next scheduled heat. If the car is not fixed in time it will lose the heat. If this loss is the cars first the scout may continue working on his car until the start of his car's next scheduled heat. If the cars are not fixed in time for the start of its next scheduled heat, and the car has already sustained a loss, the car is eliminated.
6. Good SPORTSMANSHIP will be observed by all Cub Scouts and **PARENTS** during the Derby! Cars will be disqualified if the Scout or his parents display unsportsman-like conduct on the race site.

## Awards

- Tiger Division                    1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Best Craftsmanship, Most Original.
- Wolf Division                    1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Best Craftsmanship, Most Original.
- Bear Division                    1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Best Craftsmanship, Most Original.
- Webelos Division                1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, Best Craftsmanship, Most Original.

All will receive a participation ribbon.

