

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, 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 he should learn how to safely work with hand tools. Depending on the age of the Cub Scout, parental participation in building the pinewood derby car will vary. This is a great way for an adult and a Cub Scout to spend time together and "Do our best", but remember, this is primarily a Cub Scout project, and not a parent project.

The Official Pack 352 2009 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 supplied by Pack 352** and must comply with all regulations below. (Sorry, no internet shopping)
2. The car must have been made during the current scouting year by the Scout and his Akela.
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 height of the car's materials must not exceed 5 1/4" in order to roll under the finish line timer.
5. The front of the car must be flat (no cutouts, notches, slots or grooves) so the car can rest evenly on the starting gate and any embellishments must be behind the starting line. This is to not give an unfair advantage at the start.
6. The width between the wheels must be 1-3/4 and the bottom clearance must be 3/8" to prevent the car from contacting the track. (The track uses a center guide.)
7. The wheelbase of the car may not be modified; it must be the same as the official kit 4 1/4".
8. The weight of the car must not exceed "5.0 ounces" (141.7 grams)* as weighed on the official Pack 352 Scale.
9. No liquids or loose materials of any kind are permitted inside or on 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 or firmly affixed to it. (this includes weights)
10. Axles and wheels shall be provided in the official BSA Pinewood Derby Car Kit. No substitute wheels or axles will be allowed (except for the official 'replacement' BSA colored wheels). Specifically prohibited: magnets, wet lubricants, one-piece axels, Teflon type tape and silicon spray.
11. Wheels bearings, washer, hubcaps and bushings are not permitted.
12. 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.

13. The car must not ride on any kind or type of springs. Details such as steering wheels, driver, decals, painting and interior detail are permissible as long as the addition of these details does not exceed the maximum length, height, width, and weight specifications. The car must be freewheeling with no stored energy or movable weights. No starting devices or pushing allowed.
14. Only graphite or other DRY lubricant will be allowed for lubricating the wheels. No spray lubricants or oils of any kind. Please apply the graphite at home or ensure that it doesn't make a mess at the race site.
15. If Pack rules are in conflict with BSA rules, the more restrictive rule applies.

General Rules

1. **Only registered Pack 352 Scouts in Class A Uniforms** may participate and only one car per Scout is allowed.
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. Cars constructed for previous Pinewood Derbies are not eligible to compete.
4. The official race number (provide with the kit or affixed by the inspection official) must remain on the car until after all races are complete.
5. The winner is determined by the best time as measured by the race management system.
6. Any car not meeting the specifications listed will not be allowed to race.
7. 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. All cars will run four times – once in each lane. First, Second, and Third Place will be determined by the average time as calculated by the race management system.
3. If a car jumps off the track or interferes with another car, the heat will be 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. 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 repaired in time it will be disqualified.
5. Good SPORTSMANSHIP will be observed by all Cub Scouts, siblings and parents during the Derby! Cars will be disqualified if the Scout or his parents and/or siblings display unsportsmanlike-like conduct on the race site.

Static Judging

Awards will be given for Best Craftsmanship, and Most Original design for each division. Winners may be allowed to compete in the District competition at a later date. It is not possible to define exactly how much help a parent should give the Cub Scout, nor is it possible for the judges to accurately determine which cars were built with "too much" parental involvement. To be as fair as possible, judges may ask questions of the participants to determine the level of parental involvement, and preference will be given to the cars with the lowest level of parental involvement. Scouts who win Race events will not be judged for Best Craftsmanship or Most Original as the District only allows you to compete in one event.

Awards

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

First place winners in Speed, Best Craftsmanship and Most Original design for each division may be invited to compete in the Falls District Pinewood Derby at a later date.