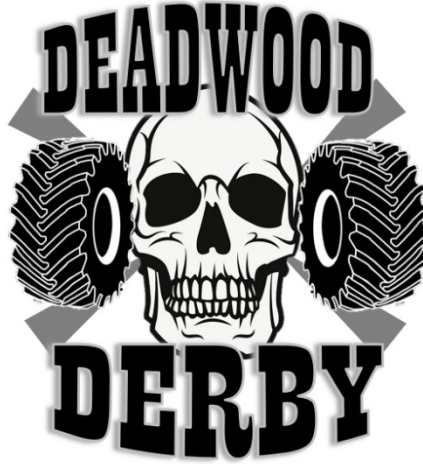


CHECK-IN: NO
LATER THAN
8:00AM SATURDAY
PRELIMINARY
RACES: 10:00AM
SEMI-FINALS AND
FINALS: 4:00PM



RULES

Car rules at check-in (to be qualified to race):

1. Cars must be at least 3" wide and 8" long and can be up to but not over 4" wide, 6" tall*, 18" long. (*height exception if it is just decoration and not the body that makes the car greater than 6 inches tall)
2. Car cannot weigh over 10 pounds. (Pinewood Derby cars WILL BE annihilated!)
3. All cars must have 4 wheels and three of those wheels must touch the track.
4. No exposed metal. (except axles and wheels)
5. No propulsion device or fuel.

How the Races will run:

1. Two cars race at same time, and they rotate sides so they both race on left and right side.
2. The car that goes the farthest in each race wins that race. (we count it even IF it goes off the tracks)
3. If a tie then each car goes down the middle of the track **on its own** and whichever car goes the farthest is the winner of that race. (between those two cars)
4. The winner of that race advances to take on the next competitor.
5. The losing car moves to consolation bracket and keeps racing until its second loss or takes 3rd place.
6. Awards for 1st-2nd and 3rd (awarded after finals)
7. If a car gets damaged the owner of the car and their "pit crew" have 90 seconds to make the car operational.

NOTE: The Scouts BSA volunteers running the activity will run cars "just for fun" in between races. (it is highly recommended to NOT run a car that you want to compete...it may be destroyed and it could be a sad day with lots of tears and that's not fun! The Deadwood Derby is unforgiving.)

