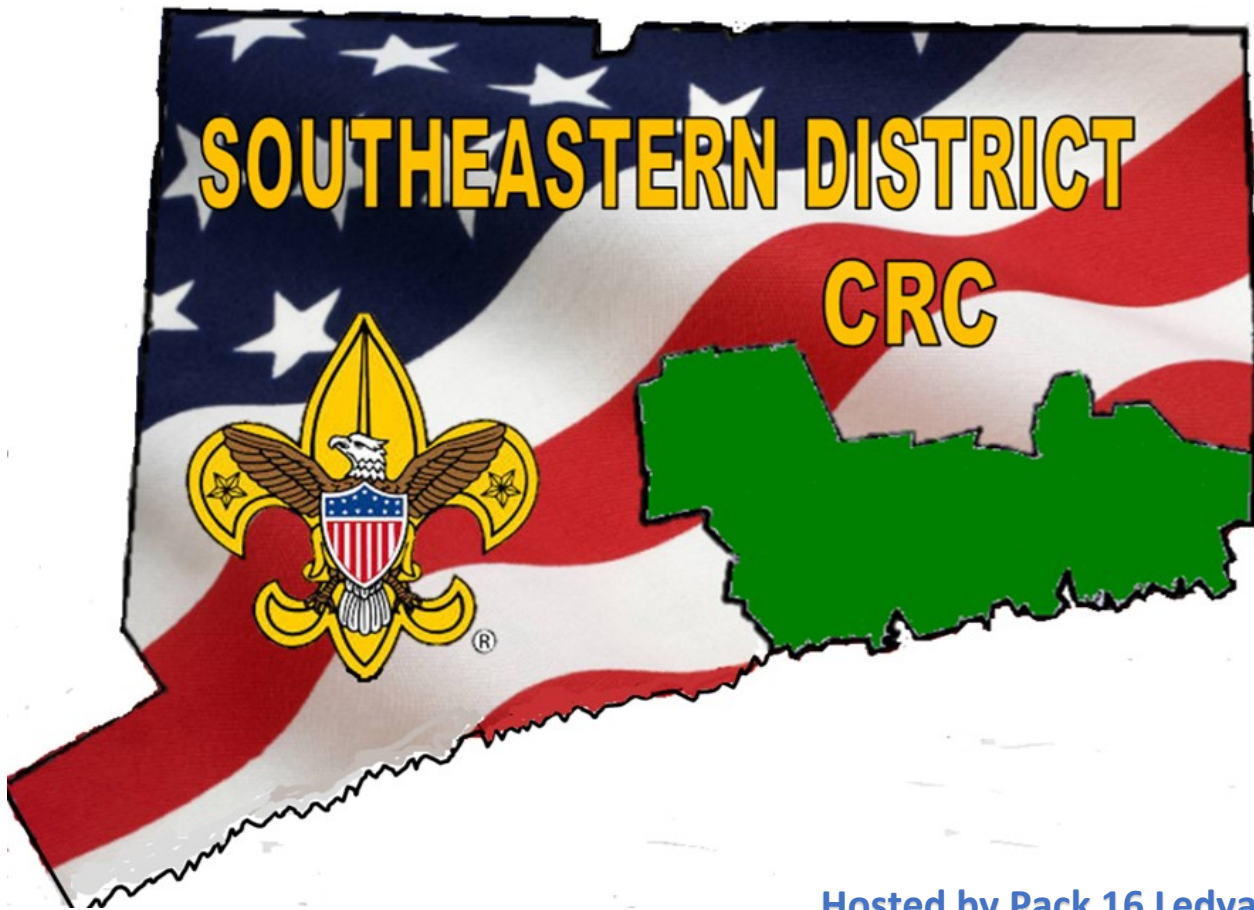


2021 SOUTHEASTERN DISTRICT PINEWOOD DERBY



Hosted by Pack 16 Ledyard

GENERAL

- a. The District Pinewood Derby will be sponsored annually by the Southeastern District.
- b. The Pinewood Derby will be designated as a Cub Scout Activities function only.
- c. The District Program Chairman will approve the Derby committee and Race Chairman.
- d. The District Program Chairman and Race Chairman will determine the date, time and location.
- e. The Derby Committee will use an approved BSA Pinewood Derby track as specified in the National BSA track guidelines.
- f. District race rules will be available at least 1 month prior to the race.
- g. The OWNER of the car, in these guidelines, is defined as the Cub Scout or Webelos Scout.
- h. The number of race participants each Unit/Pack will be allowed to send to the District Race will be determined each year by the Derby Committee. However, Each Unit/Pack will be allowed at least one representative from each Division.
- i. Un-sportsmanlike or un-scout like behavior by either parent(s) or scout(s) will be immediate grounds for disqualification of the car and removal from the event
- j. The Unit/Pack will determine its own rules for sending scouts to the District Race. It is strongly recommended that each Unit/Pack run its own race and sends the top winners in each division to the District Race.
- k. These are the official Southeastern District Rules. These rules may supersede the National rules for racing and car construction.

2) DIVISIONS

- a. The Mohegan District Pinewood derby races will be run in six divisions.
- b. The divisions are:
 - i. Lion Division
 - ii. Tiger Division
 - iii. Wolf Division
 - iv. Bear Division
 - v. Webelos I Division
 - vi. Arrow of Light Division
- c. Scouts of each Class/Rank will run within their own Division.
- d. The race winners of each division will be determined by the first, second and third place winners in each division.
- e. The top three race winners of each division will race in a King-Of-The-Hill final for the District Championship.

3) CONSTRUCTION RULES

3.1 General

- a. All participants must use only the materials provide in the official BSA Pinewood Derby kit or approved BSA replacement parts.

- b. Width - The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches.
- c. Length - The overall length of the car shall not exceed 7 inches.
- d. Track Clearance - There shall be a $\frac{3}{8}$ clearance between the bottom of the car and the track to ensure the car does not rub on the track rails.
- e. Weight - The weight of the car shall not exceed 5.0 ounces. The scale used at the Race Day Inspection weigh-in is the official scale. Scales vary slightly so be prepared to make adjustments during the check-in/ inspection period.
- f. Height - For the District there is no height requirement. The height of car may be limited to the track's finish line timer. Be prepared to adjust/modify the height of your car as necessary to fit under the finish line timer.
- g. Bottom Clearance - $\frac{3}{8}$ " (min). The track has guide rails, and the car must be able to clear them in order to race
- h. The car shall not ride on any springs or other such devices.
- i. The car shall be freewheeling, no starting devices can be added
 - a. Four Wheels, two on each side of the car, will be placed so they straddle the tracks lane guide.

3.2 Axles (plated nail)

- a. Axles that come with Pinewood Derby model car kit must be used. If an axle is damaged or lost, official BSA replacement kit axles can be used.
- b. If desired, any burr or seam on any surface of axles may be lightly skimmed off with a fine abrasive.
- c. The original diameter of axle is to be maintained.
- d. The axles may NOT be built up with any material and then turned down with a lathe.
- e. Bearings, washers, bushings, tubes or spacers to axles are prohibited. The wheels are designed to be and will be wobbly on axles.
- f. Only dry lubricant is permitted. No oil or liquid spray is permitted. Oil may soften the plastic of the wheels or damage the surface of the track.

3.3 Wheels

- a. Wheels that come with the Pinewood Derby model car kit must be used. If wheels are damaged or lost, official BSA replacement kit wheels can be used.
- b. If desired, the burr and seam on the contact surface (the tread area) of wheels may be lightly skimmed off to remove the imperfection. However, if the burr and seam are removed from the contact surface of wheels, the contact surface must be flat and square to the side of the wheels.
- c. The original width and thickness of contact surface must be maintained. The wheels may not be rounded, have a "V" shaped surface, or have grooves cut into the tread surface and cannot be narrowed.
- d. Wheels cannot be altered or replaced with any other wheels.
- e. The raised lettering on the outside of the wheels must not be removed.

- f. The ribs that appear on the outer perimeter and give a look of tread must not be removed.
- g. No holes can be drilled through wheels to remove material and no material can be removed from inside of wheels, except burrs (see rule 3.3b above).
- h. No weight can be added to wheels.
- i. No Hubcaps may be added to the wheels.
- j. Wheels are designed to be and will be wobbly on axles.

3.4 Wheelbase (Distance between the Axles)

- a. Extended wheel bases are allowed.
- b. The minimum length between axles shall be 4 ½ inches.
- c. You may put your own wheel grooves or holes in the body of the car.
- d. The wheel axles must be inserted in the cars body, not added underneath the car.
- e. The wheels MAY NOT extend beyond the front or rear of the car.
- f. The car must maintain the underneath Track Clearance, (see 3.1)

4) PRE-RACE CHECK IN / INSPECTION

- a. All cars must pass a pre-race inspection by the race committee prior to being accepted for the derby.
 - i. The car must meet the weight requirement, not to exceed 5 ounces.
 - ii. All weigh-ins are done the day of the race.
 - iii. The car will be placed in a measurement jig/box to check for length, width, track clearance.
 - iv. The car will be given a unique number so that you can easily follow when your car is racing.
 - v. The car will be impounded immediately after it passes pre-race inspection.
 - vi. No additional work can be done to the car once it is impounded for racing.
 - vii. Please mark the “front” of car if the design of the car so warrants, to eliminate confusion and aid the Starter in the placement of the car on the starting line. The extreme front of car must touch the starting pin. No part of the car can be ahead of the starting pin. If the design of the car does not allow the extreme front of the car to touch the starting pin, the Starter will place the car backwards on the starting line. The Starters decision is final.
 - viii. All items as defined in EXTRAS / ACCESSORIES must be attached to the car securely. Any loose items will be removed before the car is impounded.
 - ix. If for any reason a car does not pass pre-race inspection, the owner of the car will be informed of the violation(s) and will have until the start of the first race in the Division to make the necessary adjustment and present the car for re-inspection.

5) IMPOUNDING

- a. Once the car is impounded in the PIT area only race officials will be allowed to handle the car.
- b. Race officials will deliver the car to the starting line for the start of each race.
- c. Once the car runs the race it will be returned to the PIT area by a race official.
- d. Once the car has been eliminated from the Derby, only the owner can remove it from the PIT area. This can occur after completion of each Divisions race and results are finalized.
- e. Any owner taking his car out of the PIT area, for any reason, once the car has been impounded for racing, and before it has been eliminated from the Derby, will voluntarily eliminate his car from the Derby.

6) RACES AND SCORING

- a. The format of the race will allow each car the opportunity to race once in each lane.
- b. Races are managed using software and an electronic finish line timer. The timer measures the elapsed time from the starting line to finish line. Should there be a technical issue with the electronic timer the race may be rerun with cars in the same lane.
- c. The software will determine the sequence of assigning cars to a lane. Should there be a technical issue with the software the race official running the software may manually assign lanes.
- d. The cars will be placed on their designated starting lane with the front of the car touching the starting Pin. Upon release of the starting pin, each car is timed from the time they leave the starting line to when they cross the finish line.
- e. The racers total time will be the average time of all races. Races are no longer scored use a double elimination method.
- f. If a car fails to cross the finish line or if the time exceeds 9.999 seconds, the car will receive a time of 9.999 seconds.
- g. The top three winners for each Division will be determined by the cars with the lowest total average time. The car with the lowest average time will be 1st place, the car with the next lowest average time will be 2nd place, and the car with the next lowest average time will be 3rd place.
- h. Race Judges will observe the finish. Any discrepancies between the track timer determined winner and Race Judges observation would require the race to be run again.
- i. Each Division will complete its racing by determining the 1st, 2nd, and 3rd place finishers before the next Division race is started.
- j. Should there be a tie between cars in any of the top three positions of a Division, a tie-breaker race will be conducted to determine final placement for that position.

7) ACCIDENTS and REPAIRING and RESTARTS:

- a. An accident will be defined as any car, when racing, leaves its designated lane, loses a wheel and/or axle.
- b. If during the course of a race a car becomes involved in an accident, the owner of the car and one parent/guardian will be allowed into the PIT area to fix or make repairs to the car.
 - i. All accident repairs will be made in the PIT area only.
 - ii. No car(s) will leave the PIT area once the car(s) have been impounded for racing.
 - iii. All repairs will be done under the supervision of a race official.
 - iv. No race official is allowed to work on cars.
- c. If a car leaves its designated lane and interferes with any other car, the race will be re-run automatically.
 - i. Race Official will grant a reasonable amount of time for owners to make repairs to the cars before the race is to be re-run.
 - ii. The same cars will re-run the race in the same lane designations.
 - iii. The race must be re-run before the start of the next Division.
- d. If a car leaves its designated lane and does not interfere with any other car, the race will stand. If it's not clear why the car left the track the Race Official may decide to re-run the race.
- e. If an EXTRAS / ACCESSORIES falls off a car and interferes with another car or is the cause of another car leaving its designated lane, the race will be re-run automatically.
 - i. The EXTRA / ACCESSORY, causing the violation, will be removed for the remainder of the Derby.
 - ii. Also refer to rules 7-b, 7-c and 8-d
- f. Any Car that causes 2 or more accidents will be automatically disqualified from the Derby.

8) EXTRAS/ ACCESSORIES

- a. Owner may place EXTRAS/ ACCESSORIES on the car, such as but not limited to: a fake steering wheel, a driver, a seat, windshield, air scoop, rear fins, side pipes, fenders, etc.
- b. An EXTRA/ACCESSORIES is defined as anything added to a car that did not come with the Official BSA Pinewood Derby Car Kit. Lead weight, bolts, nuts, washers are considered an EXTRA.
- c. Owners must conform to the general rules regarding the length, width and weight when adding these EXTRAS/ACCESSORIES.
- d. Owners will be permitted into the PIT area, ONLY TO REMOVE an EXTRA that becomes loose, unattached or broken during a race. Owners cannot work to repair or re-install an EXTRA once the car is impounded for racing.
- e. If during the course of any race the EXTRA(S) become dislodged, unattached or falls off, and does not interfere with another car, this is not considered an accident and the race will stand.

- f. If during the course of any race the EXTRA(S) become dislodged, unattached or falls off, and interfere with another car, this is considered an accident.

9) DECISIONS

- a. Ultimately the decisions of the Race Committee and/or Race Chairman on any of the above rules are final.