

Guilford District Pinewood Derby Leader's Guide

February 21st 9am to 12noon

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What is the Guilford District Pinewood Derby?

The Guilford District Pinewood Derby is an opportunity for the best Pinewood Derby racers in the District to compete with each other. The District Pinewood Derby will feature the best cars from each Pack in a variety of categories.

Who can compete in the District Pinewood Derby?

All cub scouts who place 1st 2nd 3rd in either speed or any category their Pack creates can compete in the District Pinewood Derby.

- Each Pack can have their own categories outside of speed.
- Each Pack can have as many categories as they want.
- Each Pack may send 1st 2nd 3rd speed winners from their Pack.
- Packs will be able to send as many 1st 2nd 3rd category winners as they want.
- District categories will be 1st 2nd 3rd for the following: speed, originality, craftsmanship, technique and judges choice. All cars will be judged based on the district categories.
 - Example: Pack 1 has a "most scout like category". They may enter those cars that placed 1st 2nd 3rd for race and judge at District PWD.
- Any car that places 1st 2nd 3rd for speed will be withdrawn from the other categories.
- It is suggested that a Pack enter at least 7 cars (1st, 2nd, and 3rd in speed and 4 winning design category cars)
- Scout must be present to be awarded a trophy at the District race in any category.

How will cars be scored or judged?

The following scoring system will be observed:

Speed

- To determine awards for speed, all cars will race in multiple heats.
- Each car will race on each lane of the track.
- Times of each heat will be recorded and Top speed will be determined by fastest overall average taken from each heat.

Categories

To determine other awards, a panel of pre-selected judges will rank each car based on the following categories:

- Originality, Technique, Craftsmanship, and Judges' choice.
- A score from 1-5 will be given in each category to determine 1st, 2nd, and 3rd place winners.

A car that wins 1st, 2nd, or 3rd place in overall speed cannot also win an award for Originality, Technique, Craftsmanship, or Judges' choice.

All judging or scoring disputes will be settled by the Grand Marshal.

Additional Race Rules

If during the race a car is in need of repair and can be completed in a timely manner the race will be paused and the car will be allowed to be repaired by the adult who represents the car.

If a car comes off the track during the race that car will be manually put back on the track and pushed through the finish line. If the car impacts other cars during the heat, that heat will be re-rerun and the car that came off the track will be run in a separate heat by itself.

Location

The location will be at the Bethany Community School 1288 Hudson Rd, Summerfield, NC 27358. This event will be hosted by Pack 103.

When is the Guilford District Pinewood Derby?

The District Pinewood Derby will take place on February 21st starting at 9 am. Awards will be given out at the end of the race. We encourage you to stay the entire time to watch your car and cheer on your favorites.

Car Construction Rules

Car construction rules will follow the rulebook. A copy of that rulebook is attached to this Leaders Guide.

All questions regarding construction rules should be directed to the Grand Marshal, Phil Messinger.

Pack and Car Registration

All Packs are to register their 1st 2nd 3rd place winning speed and category winner cars by January February 17th, 2025.

The following Fee schedule will be applied:

- Each Pack may enter up to 5 cars for \$6 each
- If the Pack would like to enter more than 5 cars the fee to register additional cars is \$10 for Each Pack.
- Each additional car registration will be \$6 each

Car Check-in

Car Check-in will be Friday January 20th from 6:30pm to 8:30pm. It is requested that all cars be checked in during this time to ensure the race starts on time. Cars do not need to be checked in by each individual racer. A trusted leader, parent, or other adult may check in a car on behalf of a racer. An adult leader may check-in all of their Pack's cars at once.

Each car will be weighed and inspected according to the rulebook previously distributed to Packs. A copy of the rulebook is attached to this leader's guide.

After check-in, cars will be impounded. There will not be any modifications or handling of the cars permitted after check-in, with the exception of pit repairs during the race.

Car Pick up

Cars can be picked up after all awards have been presented. Cars will be available for pick-up immediately following the awards presentation.

Cars may only be picked up by the Cub Racer, the Parents of the Racer, the person who checked in the car, or a designated person identified at check-in (like a Cubmaster).

It is strongly encouraged to pick up your car immediately after the awards presentation. Cars not picked up will be taken to the Royce Reynolds Family Scout Office for pick up. Cars not picked up before March 1st will be dismantled for parts or disposed of.

Contact Information

If you are interested in volunteering or have questions, contact the Guilford District Pinewood Derby Grand Marshal Phil Messinger at bigdogphil@gmail.com



Old North State Council Pinewood Derby Rules

These are the Official Rules for the Old North State Council Pinewood Derby Race. By standardizing the rules, the intent is to create a fair environment for all participants while eliminating rule differences between Districts and Packs which could lead to participants racing with an unfair advantage at District and Council races.

Each local Pack may determine the rules for building and racing cars at their unit event, but they should make sure their rules don't conflict with those of the District or Council. To ensure their members can participate in events at those levels, please use these Official Rules for the Old North State Council Pinewood Derby Race when planning your unit and district derbies.



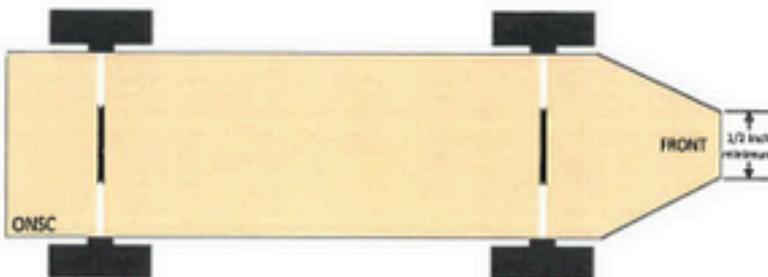
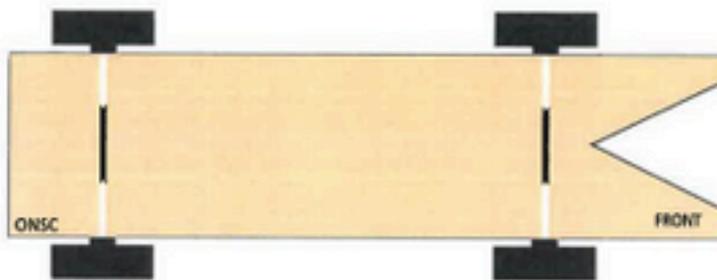
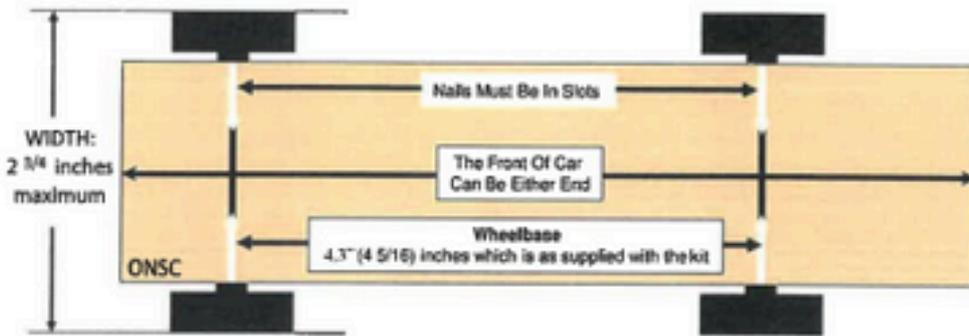
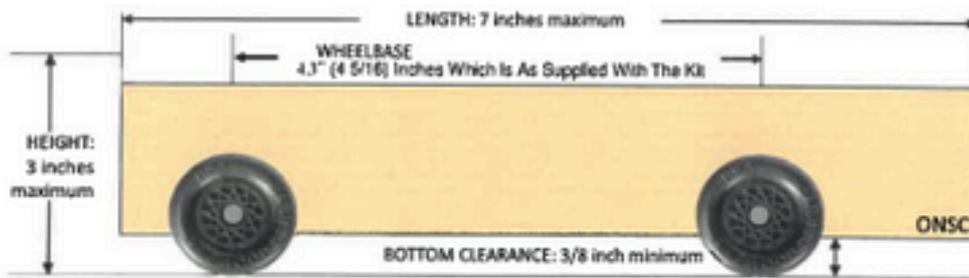
General Rules

- Race cars must be constructed during the current Scouting year and from parts and packs that are solely scouting approved..
- The Scout should be the primary car builder with only minimal adult supervision/assistance (advice, cutting, shaping, etc.) as needed based upon the Scout's age and ability.
- **Purchased/Premade cars will be disqualified.**
- There will be an inspection prior to the Council race. Once the car has passed inspection, the car will be impounded and may not be touched by the Scout or Adult. If a car fails inspection and time allows, you will be provided the opportunity to adjust the car to fit within the rules.

Dimensions and Configuration

- **Wheel Base:** Must utilize the existing axle slots, but either end may be the front of the car.
- **Length:** 7 inches or less. No part of the car may extend beyond the 7 inches.
- **Height:** 3 inches or less.

- **Width:** 2¾ inches or less from outside wheel edges and axle heads.
 - 1¾ inches or more between inside wheel edges for track rail clearance.
- **Bottom Clearance:** 3/8 inches or greater for track rail clearance.
- **Weight:** Less than or equal to 5.00 ounces.
 - (Please plan for easy adjustment on race day as not all scales are the same and only the official inspection scale will be used on race day.)
- No portion of the car shall extend past the starting peg.
- **“U” or “V” shaped front ends are not permitted.**
- The front of the car must be at least ½ inch wide.

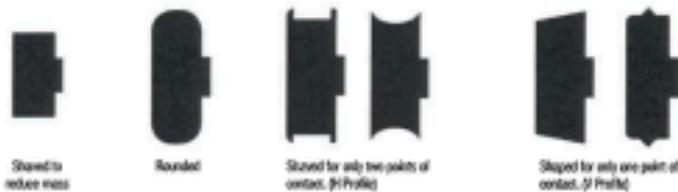


Wheels

- Only official BSA wheels may be used. Wheels that come in the official Pinewood Derby kit are preferred.
- The colored BSA wheels will be allowed, but must follow the same rules.
- The wheels may not be cut, drilled, perforated, tapered, beveled, rounded or thinned.
- You may remove the mold mark from the wheels by lightly sanding.
- Any significant reduction in material from the wheel is prohibited.
- The serrated edge on the outer wheel must remain intact.
- The lettering on the inside and outside of the wheels must remain intact.
- Coning of wheel hubs are not allowed.
- Lathed wheels will not be allowed.
- Wheels that have been modified to reduce weight will not be allowed.



Some examples of illegal wheel modifications:



- There must be 4 wheels and axles on the car that meet all Rules.
- At least 3 wheels must be in contact with the track.
- The wheels are to be mounted directly across from each other.
- No wheel covers, air shields, or wheel weights permitted as this inhibits the ability to inspect the Wheel IDs
- No rotation or spin altering devices.
- No wheel bearings, washers, hub caps, bushings, shims, or axle guards

Axles

- Only the axles that come in the official BSA Pinewood Derby kit may be used.
- Axles may be polished and cleaned up, but may NOT be grooved and must be visible in the axle slot for inspection.
- No full-width solid axles
- No springs or suspension allowed (the axles in the block are the only suspension)

Lubrication

- Only "Dry" Lubricants are allowed.



Additional Prohibited Items/Modifications

- Car constructed in such a way that the starting mechanism imparts momentum to the car (no sticky substances, magnets, etc.)
- No liquid lubricants.
- No glass or fragile parts that may break.
- No sharp objects especially on the bottom of the car.
- No wet paint or glue – the car should be completely dry at inspection.
- No Propellants.
- No Mercury, liquid, or other moving material.