

Bull Run District Pinewood Derby 2019

Saturday February 9, 2019



Registration/Inspection 8AM-10AM; Races 11AM to 2PM

PARTICIPATION:



DISTRICT DERBY:

The Top 5 Racers (or their alternates) from each Bull Run District Pack, as determined by the Pack, are invited to compete in the 2019 Bull Run District Pinewood Derby. The scout must be present to race. Active Bull Run District Cub Scouts only may compete in the Bull Run Cup races– Webelos II's who have crossed over in 2019 to Boy Scouts, however, are eligible to race.

BULL RUN CUP:

The Bull Run Cup is awarded annually to the Cub Scout Pack with the fastest average time in the Bull Run Cup Race. The winning Pack will keep the Bull Run District Cup until the following year's Bull Run District Pinewood Derby where they will have a chance to defend it or relinquish it the new winner. The cup is awarded to the Bull Run District Pack with the fastest average time in the Bull Run District Cub Scout Race. A Pack's average time is calculated by combining times from all 5 of the Pack's entries in the Cub Race and dividing by 5. Active Bull Run District Scouts only may race in the Bull Run Cup races.

A Pack **must have 5 cars entered** in the Bull Run Cup Race to be eligible for consideration in winning the Cup for the year. Individual Awards will be given for the fastest three Cub Scout cars in each age group - Tigers, Bears, Wolves, Webelos I's, and Webelos II's. These will be awarded based on the fastest average times within those groups.

OPEN CLASS:

All other Bull Run District Cub Scouts, Lions through Webelos who are Cub Scouts as of January 31, 2018 are invited to race in the Open Class race. Parents, siblings, other family members and Scout leaders may also compete in the Open Class race. The racer must be present to race. The Open Class requires adherence to the same rules and car specifications as the Bull Run Cub Scout Race.

OUTLAW CLASS:

Similar to the Open Class, this class is open to scouts, parents, siblings, other family members and scouting officials. The Outlaw class has a greatly reduced set of rules. Cars racing in this class must following the same general rules with regard to car dimensions. There are no limitations on wheel type or design. Cars cannot weigh more than 10 ounces. No toxic substances such as mercury may be used. Only dry lubricants are permitted in any race. All cars must be powered by gravity only – no mechanical devices such as fans, rubber bands, propellants, battery power or other similar devices are permitted.

REGISTRATION:

There is a \$7 entrance fee on race day. Race day registration is from 8:00AM – 10:00AM (Anyone not in line by 9:45AM will not be registered). Races start at 11:00AM *sharp*.

Each scout may enter no more than one car in the Bull Run Cup race and no more than one car in the Open Class Race for a total of two cars. If a scout enters a car in the Bull Run Cup Race, in addition to the \$7 fee to enter the Cup Race, the fee to enter a second car in the Open Class race is only \$3.00.

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Scouts (not racing in the Bull Run Cup Race), parents, siblings, other family members and Scouting Officials may also only enter one car in the Open Class race. The fee for this race is \$7.

All Scouts, parents, siblings, other family members and Scout Leaders may also compete in the Outlaw Class race. There is a \$7 entrance fee per car for those who wish to compete in the Outlaw Class. All participants may enter multiple cars in the Outlaw Class race. There is no discount for multiple cars in the Outlaw race.

If paying by check, please make the check payable to NCAC-BSA. Please include the scout's name and Pack number.

LOCATION: Manassas Mall – near the At Home store. Please use mall entrance number 4

INSPECTION:

Cars will be inspected during registration for compliance with the specifications set forth below. If at registration a car does not pass inspection, the owner will be informed of the reason for failure and may correct the car in the designated pit crew area. Cars should be presented in a "race ready" condition, and once registered, will be impounded.

RULES & SPECIFICATIONS FOR BULL RUN CUP RACES:

CAR MATERIALS AND CONSTRUCTION (RACE RULES):

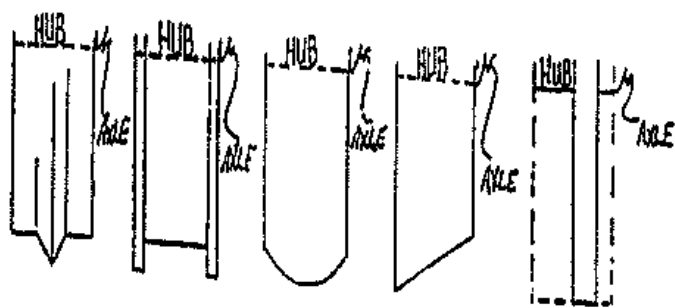
1. Car must be built within the current school year. **Only** cars built for the 2018/2019 Pinewood Derby season are eligible for competition.
2. **Cars may NOT contain components from cars built for previous years' competitions.**
3. **WHEELS AND AXLES**
 - a. Car axles, wheels and bodies must be built from official BSA Pinewood Derby kits.
 - b. The wheel profile should be fairly flat, with no significant rounding.
 - c. Only the official BSA wheels that come with the kit are acceptable.
 - i. Official BSA colored wheels purchased from officially licensed BSA distributors MAY be used.
 - d. All BSA trademarks and other identifying insignia MUST be clearly visible on ALL wheels.
 - e. "Pinocar" Wheels are NOT Official BSA Wheels.
 - f. Wheels may NOT be sanded, cut, drilled, beveled, rounded, peaked, H'd, humped, tapered, narrowed, rounded (U'd) or altered in any way that changes the dimensions. See figures below for non-exclusive examples of forbidden wheels.
 - g. Bearings, washers or bushings are NOT allowed.
 - h. "Hub cap" covers are NOT allowed on the wheels.
 - i. Wheels may NOT be painted but BSA colored wheels are permitted.
 - j. Cars MUST run with ALL FOUR wheels, in the original pre-cut axle slots.
 - k. Cars MUST use the pre-cut axle slots. Axles must be clearly visible by the judges. Glue and/or other materials must NOT obstruct the clear view of the axles and axle slots. (Note: Gluing is allowed. Competitor is strongly advised to use clear drying glue.). If the axles slots are covered with weights, paint, epoxy, putty glue or anything else, you will have to remove it to allow the judges to see the axles. Cars must use the four original axles - solid axles are not permitted.
4. **LENGTH, WIDTH, HEIGHT & CLEARANCE**
 - a. Cars SHALL NOT be more than 7 inches long or 2 ¾ inches wide.
 - b. Car body must clear the ground by at least 3/8 of an inch.
 - c. Height SHALL NOT exceed 4 inches.
 - d. The wheelbase (distance between front and rear axles) may not be changed – Original pre-cut slots must be used.
 - e. Wheels may NOT extend beyond the end of the car.

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5. *WEIGHT AND APPEARANCE*
 - a. Cars SHALL NOT weigh more than 5 ounces.
 - b. The weight shown on the official scale is final.
 - c. Mercury cannot be used as a weight and is never safe for minors.
 - d. All cars must be free-wheeling with no starting aids.
 - e. The car cannot ride on springs. Magnets are not allowed.
 - f. Cars must be powered by gravity only – No mechanical devices such as fans, rubber bands, propellants, battery power or other similar devices are permitted.
 - g. No projectiles are allowed, and no part of the car may intentionally detach from the car during the race or come into contact with any other car.
6. *LUBRICATION*
 - a. Cars are only allowed to use dry lubricants such as graphite or Teflon.
 - b. No lubrication will be allowed after the car has been impounded after passing the official weighing or between races.
7. *INSPECTIONS AND DISPUTES*
 - a. Each car must pass inspection, by race officials, before it will be registered. Cars determined by the judges to not comply with these rules WILL be disqualified.
 - b. Any participant (including the parent of the participant) has the right to appeal to the race committee for an interpretation of these rules. The Race committee, by majority vote, will be the final judge of these rules. In case of a tie vote the decision of the Race Committee Chairperson will be final.
 - c. Any unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.
8. *GROUND RULES*
 - a. The computer determines race pairings. Not all scouts will race each other, although an attempt is made to have all scouts race in each lane of the track.
 - b. If a car jumps its lane during competition, a re-race will occur, regardless of whether the car interfered with another competitor. If the same car jumps its lane for a second time in that heat, that car will be given a default time of 8 seconds. This time is not allowable in consideration for the Open Class of racing.
 - c. If a car suffers a mechanical problem, loses an axle, breaks a wheel, etc., the heat will be run without the problem car. If the problem car can be repaired prior to the completion of the final heat, it will be permitted to run in the lanes that it would have run in during the missed heats.
 - d. In the event of a failure of the electronic sensors, the judges will determine the winner of each race, and we will move to a double elimination method.

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FORBIDDEN WHEELS:



Not Legal



↑
Not Legal ↑
Legal



Not Legal

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RACE FORMAT:

We will be racing on a four-lane track. Each car will race four times; we will try to race each car once on each lane. A finish gate will electronically determine times, and the winners will be the cars with the fastest times.

DISTRICT CUP AWARDS:

1. Awards will be given for the fastest three Cub Scout cars in each age group - Tigers, Bears, Wolves, Weblogs I's, and Webelos II's. These will be awarded based on the fastest average times within those groups.
2. All participants will receive a patch.

OPEN CLASS COMPETITION:

1. Open Class Competition cars must conform to ALL rules and specifications noted above for District Cup race cars.
2. Awards will be given to the fastest three cars based on fastest average times.

OUTLAW CLASS COMPETITION:

1. There are no restrictions on wheel type or design
2. There are no restrictions on axle type or design
3. Cars may not weigh more than 10 ounces
4. No toxic substances, such as mercury, may be used on the car
5. No liquid lubricants may be used. Please refer to Pinewood Derby rules above for allowed lubricants
6. Cars must be powered by gravity only - no mechanical devices such as fans, rubber bands, propellants, battery power or other similar devices are permitted.
7. No projectiles are allowed, and no part of the car may intentionally detach from the car during the race or come into contact with any other car.
8. *LENGTH, WIDTH, HEIGHT & CLEARANCE*
 - a. Cars SHALL NOT be more than 7 inches long or 2 ¾ inches wide.
 - b. Car body must clear the ground by at least 3/8 of an inch.
 - c. Height SHALL NOT exceed 4 inches.
9. Awards will be given to the fastest three cars based on average times.
10. All other rules, with regard to inspection, disputes and race format remain the same as the Derby.