

Welcome to the 2024 Timuqua District Pinewood Derby.

Date: March 23, 2024

Location: The Pavillion at Destination Daytona

Time: 10AM-2PM

This year's district Pinewood Derby is going to be an amazing event. While people get a lot out of the derby and many think of it as a competition to see who can build the fastest car, the purpose of our Pinewood Derby is to provide a positive experience for the packs in our district, the parents and the Scout, **with the emphasis on the Scout.**

We are looking forward to a fun day that's about working together, cheering each other on, having pride in something the Scout made, exhibiting good sportsmanship and living up to the Scout Oath and Scout Law. The Pinewood Derby is as much about the process as it is the competition though. The building of the vehicle is an educational experience in everything from physics and design to woodworking and creativity.

We have kept the rules as simple as possible, but we have to have some. If there are any questions on the intent, please contact Rob Bitler before the event for clarification.

The Car

- A. Cars must be newly built for the 2023 race year and never before raced in competition in a previous year. Only current official BSA Pinewood Derby race kits and materials may be used. Use of pre-cut or purchased body, wheels, or axles is prohibited.
- B. Cars must be gravity powered, cannot ride on type of springs, or have any starting or propulsion mechanisms.
- C. Cars can be decorated as desired, as long as there are no loose pieces and none of the decorations exceed the dimensions below.

Dimensions

- A. Length: Maximum length shall not exceed 7".
- B. Width: Maximum overall width (including wheels, axles, added wood, and fender flares) shall not exceed 2 3/4".
- C. So that the car will clear the center guide strip, the minimum width between wheels shall be 1 3/4", and the minimum clearance between the bottom of the car and the track shall be 3/8".
- D. Height: Maximum height is 5"
- E. Weight: Car shall not exceed 5 ounces or 142 grams. The readings of the Official Race Scale will be considered final.
- F. No part of the car shall be forward of the starting pin.

Wheels and axles

- A. Only new current official BSA Grand Prix wheels and axles including BSA approved Revell products may be used.
- B. Axles can be polished. Axle heads may be beveled and polished. Grooved axles are not permitted.
- C. **Axle slots cannot be covered over.** Axle points must be plainly visible in the original axle slot for inspection purposes. Drilled holes for axles are not permitted, only slots will be allowed.
- D. The wheelbase may not be altered from the standard distance of 4.4". Gauges will be used to verify compliance.
- E. ***The removal of material from wheels is not permitted*. Sanding the wheel tread is now not allowed because**

there is no longer a mold mark on wheel tread that needs to be removed. Minimum wheel diameter is 1.180" and. Material may be added onto wheels, cosmetic embellishments (ie painting of sidewall letters) and material added to balance wheels is allowed. Side weights must allow inner inspection of wheels.

- F. The use of wheel bearings, washers, bushings, or hubcaps are prohibited.
- G. The car shall not ride on any type of spring.
- H. The car must be free-wheeling, devoid of any starting device or other propulsion.
- I. Cars are not required to have 4 wheels. All wheels do not have to touch track surface. Raised and or angled wheels, bent axles and slotted axle heads are permitted. Rail Riders are allowed. Only BSA approved aftermarket products allowed.

Lubrication

- A. Only dry powdered lubricants, such as graphite, may be used. No wet lubes such as oil or silicone sprays will be permitted.
- B. Cars may only be lubricated before inspection. After registration, no further lubrication will be permitted.
- C. Excessive lubrication (ie. over graphiting) is not permitted due to the mess it creates and possibility of car being dropped by race personnel. Car owners will remove excess lubrication if notified by inspectors.

The Race

Depending on those entered, scouts will be put into teams on the day of the event. Teams will compete against each other for overall placements.

- A. Each Scout will run a minimum of 3 races and a maximum of 5 races.
- B. If a car jumps off the track or leaves its lane and interferes with another car, the heat will be run again. If the same car jumps off the track or leaves its lane and interferes with any car a second time, it will be pulled from that heat and receive a time at the end of the day equal to its slowest time of the day. It will be allowed to be repaired to attempt to make it "race ready", but must go back through the inspection process.
- C. If a car suffers a mechanical problem, loses an axle, breaks a wheel, etc., and a repair can be accomplished within a 5 minute timeframe, the heat will be run again. If the car cannot be repaired within that time period, it will be pulled from that heat and receive a time at the end of the day equal to its slowest time of the day. Any car repaired during the event will be re-inspected.
- D. All participating scouts and their cars must be present for the duration of the race, some rare exceptions apply.
- E. If the electronic timer malfunctions, the race will be run with manual timing.
- F. Only race officials and present or upcoming participants will be permitted into the registration and track area. This rule will be strictly enforced. Once cars are registered they are to remain in the "impound area" until after the race, except for above rules regarding repairs.
- G. Stepping on or over the track, non-Scout friendly, hostile, or unsportsmanlike conduct displayed by any participant or member of the audience will not be allowed and offenders may be asked to leave the event.

Inspection and Disputes

- A. The Race Committee will weigh, measure, register each car, and start each race. The Pinewood Derby Chairperson will break any tie votes if there are disputes during the inspection process or heat finishes.
- B. Each car must pass inspection by the Race Committee before it may compete. If a violation is discovered, car owners will be informed of the violation(s) and given an opportunity to correct the issue.

- a. Cars with issues that are corrected will be re-inspected
- b. Car owners not wishing or able to correct the violation may let the car race as-is with the violation intact, the car's race times will be displayed like normal but will be voided and not count in the overall race.
- C. Any participant and/or his or her parent/guardian have 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 such issues. In the event of a tie vote, the decision of the Pinewood Derby Chairperson will be final.

Adult/Sibling Outlaw Class

We will run an outlaw division for anyone who is not currently in Cub Scouts wishing to enter. Rules are very simple:

- A. Car must meet same height, width, length and clearance dimensions as laid out above
- B. No electric or combustible propulsion or starting mechanisms. Basically....no fire!
- C. No part of the car shall be forward of the starting pin.
- D. You break it, you bought it. This includes damage to the track, facility, or other people.

Other than that, the sky is the limit. Build it, race it, have fun with it.

Any questions, please contact Rob Bitler at 386-956-8805 or rob@bitler.com