



READY SET RACE



Potawatomi District | Pinewood Derby



General Information for Pack Leaders

There will be two races for the Potawatomi District Pinewood Derby. A Champion Race and an Open Race that anyone can enter. A car and Scout may only race in one.

For the Champion Race, the 3 fastest cars from each rank of each pack (or alternates) are invited to enter.

For the Open Race, any Scout can enter a car.

The Potawatomi District Pinewood Derby **will be held at Kaneland High School**. All scouts wanting to race must register online ahead of time. You do not need to be present during the race but must be registered. Registration closes the Wednesday before the race.

Check-in begins at 11AM. All cars must be checked in at least 15 minutes prior to race start time. Cars will be closely inspected for adherence to District rules below. Tread indicators must be clearly visible on each wheel. Standard axle slots must be used. Cars may be entered in either the champion or open race, **not both**. The schedule for the day is as follows:

11:00 AM – Check in begins

12:00 PM – Open Race Begins

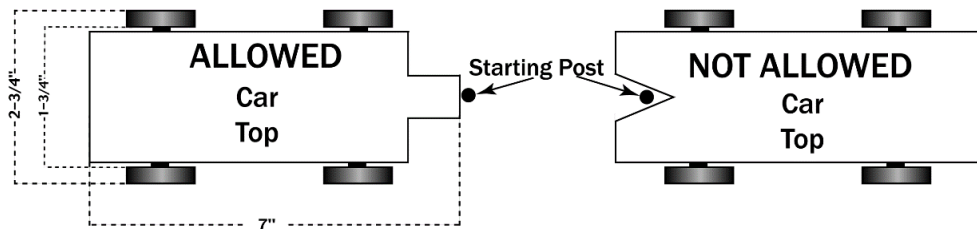
12:30 PM – Champion Race Begins with Lion/Tiger (combined) Race. When one race ends, the next will begin with a 10 minute break between each age group.

A pack can register all cars as a group or have families register on their own. From each pack, up to 3 cars from each rank (Lions-Arrow of Light), 18 cars in total will be allowed to enter the champion race. There is no limit to the number of cars that a pack can enter in the open race.

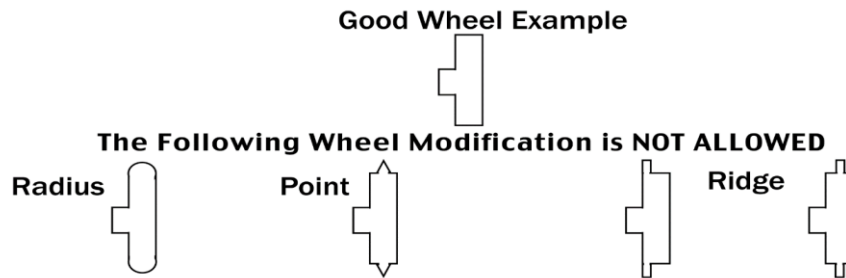
Race Rules and Regulations

The specifications below will be strictly adhered to. **Special attention should be paid to axle location and wheels (especially tread indicators).** A car may be entered in either the champion race or the open race, but not both.

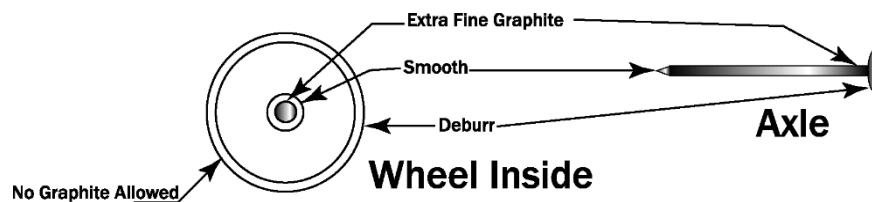
1. Cars are to be made from the Official Boy Scout Pinewood Derby Kit. Replacement kits are available at the Scout Shop. The front of the car must not have a notch more than $\frac{1}{8}$ th of an inch as pictured, will run backward on the track if possible. Pointed nose cars are hard to start. The race starter will do their best.



2. Any replacement parts shall be Official Cub Scout Pinewood Derby parts.
3. Clearance: Minimum ground clearance must be $\frac{3}{8}$ inch as measured between the car and the track. Weights may need to be recessed into the body to maintain this clearance.
4. Length: The length of the car shall not exceed 7 inches.
5. Width: The width of the car shall not exceed $2\frac{3}{4}$ inches. Minimum width between wheels shall not be less than $1\frac{3}{4}$ inches. Car body can be narrower than $1\frac{3}{4}$ inches, but the wheels must be a minimum of $1\frac{3}{4}$ inches wide so the car will straddle the track.
6. Height: The height of the car should not exceed 3 inches.
7. Axle Location: All cars must use slots in original block for axle placement. **No changes in axle distance will be allowed.** Axle distance is $4\frac{3}{8}$ inches from the center of the front axle to the center of the back axle.
8. Weight: The weight of the car shall not exceed 5 ounces. No loose or liquid materials of any kind are permitted in or on the car. The car may be hollowed out and built up to the maximum weight provided the weight is secured to the body.
9. Wheel Bearing: Washers, bearings, and bushings are prohibited.
10. Springs: The car shall not ride on any type of springs.
11. Detailing: Details such as steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, height, or weight. All details must be permanently attached.
12. No solid axles (PineCar brand) will be allowed. Only axles as provided with the Official Pinewood derby kit will be allowed (4 nails, 1 per wheel). No wheel covers or hubcaps are allowed. **Pointed ends of the nails must be visible for inspection.**
13. Wheels. **Cars must be run with official BSA wheels from the kit of the car to be raced. Coloured wheels available from the Scout Shop are acceptable as well.** The wheels may not be altered with holes drilled in the side or tread width narrowed. Tread (indicators) marks on the outside edge of the wheel must be clearly visible on all 4 wheels. Only light sanding and polishing of the mould imperfections on the outside of the wheel will be allowed. A wheel can NOT be tapered to a sharp edge or radius (See picture). **Alterations to the inside of the wheel are not permitted.**



14. Each car must be freewheeling with no starting device.
15. Inspection: Each car must pass inspection by the Race Inspectors before it may compete. The Inspectors have the right to disqualify cars which do not meet stated specifications.
16. Lubrication: Graphite or other dry type lubricants will be the only lubricants allowed. No other types will be permitted. Lubrication must be done prior to official inspection only. **PLEASE LUBRICATE THE FRICTION POINTS, NOT THE OUTSIDE OF THE WHEEL.** Graphite coated wheels will NOT be allowed.



17. No electrical or mechanical device that spins in order to propel or stabilize the car is permitted.
18. Cars will be secured and may not be handled after they receive official inspection approval.
19. Cars raced in previous years are not allowed. The intent is for Scouts to make a new car each year.
20. It is intended that the winning cars from each Pack are the cars entered in the District PWD.
21. Judges' determinations as to race winners are final.
22. Scoring: Every car will run one time on each lane. The finishing positions for each rank will be awarded based on the lowest total time for the car down the track. In the highly unlikely event that there is a tie, (we measure to the .001), all cars that are tied for a position will draw a lane and make one pass down that lane. Their finish will be used to break the tie.
23. **Webelos Scouts that recently crossed over to Boy Scouts will race in the same race as the Webelos.**
24. The Grand Champion race will be run with the first-place car from each rank (Webelos combined). Every car will run one time on each lane. The finishing position will be awarded based on the lowest total time for the car down the track.
25. Your car must meet these district specifications or **it will NOT be permitted to run at the District Race. Just because a car met a Pack's rules does not guarantee that it will meet the district rules stated above. Do not disappoint a Scout by showing up with a car that cannot and will not be run.**

GOOD LUCK AND GOOD RACING!!!!