



2024 Chisholm Trail District Pinewood Derby



WHO: Top 3 finishers from each Rank in each Pack

WHERE: Resurrection Lutheran Church

1919 Independence Pkwy., Plano (SW corner - Park Blvd. & Independence)

Enter through main doors and proceed to multi-purpose room; there will be volunteers to direct you.

WHEN: Saturday, March 23rd

Races will be scheduled by age level as follows.

Please arrive 10 minutes before your scout's scheduled race time.

8:00 -- Setup, track assembly

9:00 -- Lion Race

9:45 -- Tiger Race

10:30 -- Wolf Race

11:15 -- Bear Race

(12:00 -- Lunch - for adults running race)

1:00 -- Webelos Race

1:45 -- AOL Race

2:45 -- FINALS

Winners of Age Level Races will race in District Overall Race

(All are invited to come watch final race, with cookie party afterwards.)

CHECK-IN/WEIGH-IN: Friday, March 22nd, 6:00-9:00pm

Resurrection Lutheran Church (follow signs to the multi-purpose room)

Please bring your scout's car, along with any additional weights.

ALL cars racing MUST be checked in by 9:00pm on 3/22; no walk-ins allowed on race day.

\$10 entry fee will be collected at registration or check-in.

Registration: online at <https://scoutingevent.com/571-2024ChisholmTrailPinewoodDerby>

OR in person at Check-in/Weigh-In on 3/22

Contacts

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Pinewood Derby Rules

Competitor Categories: Cub Scouts will compete with others in the same "Cub Scout Year/Rank." In most cases this aligns with their year in school: Lions= K; Tiger = 1st grade; Wolf = 2nd grade; Bear = 3rd grade; Webelos = 4th grade; AOL = 5th grade. We will have a 1st, 2nd, and 3rd place per age group/rank

Single Entry per Cub: A Cub Scout may enter only one car in the event.

Essential Materials: All cars entered shall be constructed from the Official Grand Prix Pinewood Derby Kit (referred to below as the kit) as issued to the scout.

Weight: Race cars may weigh no more than five (5) ounces (total weight) as determined on the official scales during race check-in.

Wheels and Axles: The car shall roll on the wheels from the kit. The wheels shall turn about the axle nails from the kit. The axle nails shall be firmly affixed to the wood of the car body. It must be obvious to the judges that the wheels and the nails from the kit are being used.

Size: Race cars may be no longer than 7 inches, nor wider than $2\frac{3}{4}$ (2.75) inches, as determined by the official gages during race day check-in. (Underside clearance of at least $\frac{3}{8}$, (0.375) inches and inside wheel to wheel clearance of at least $1\frac{3}{4}$ (1.75) inches is recommended, so that the car will run on the racetrack. The car's height must not exceed the track equipment's finish line gate. Adequate clearance is the responsibility of the race car builder.) The cars wheelbase may be changed provided it still runs down the track without "bottoming out" or jumping the track.

Weights and Attachment: Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws, but not by "sticky substances", e.g. tape, or tack spray. Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, non-sticky, etc.

Wheels: Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor in reducing the tread (track contact) width from the original kit wheels. The words "Official B.S.A. Made in U.S.A." on the wheels shall remain intact and clearly visible to the inspector. Some of the original "tread marks" on the wheel face must be intact, i.e. apparent to the inspector.

Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, bearings.

Gravity Powered: The race car is to be solely gravity powered. No springs, motors, rubber bands or any other supplemental power source is allowed. The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.)

Lubricants: Lubricants may not foul the track. Dry lubricants such as graphite are recommended.

Car Number: Each Cub Scout will be issued a number on race day. This number will be affixed to the car by the Event Chairman.

Inspection Gages: At check-in, the length, width, clearance, and weight specifications will be examined for each car by the check in official.

Impounding: Once the car has been inspected and weighed, the SCOUT will place their car on the table provided, and must not lubricate or otherwise improve that car between or during the race.

Car Handling Responsibility: Cars will be placed in trays and set upon the track by track officials during the course of the event.

Lane Assignment: Lane assignment for each heat shall be determined by the race official. Each car will have the opportunity to run one race in each lane. Lane numbers are typically assigned by the official race software being used.

Car Repair: If, during the race, a wheel falls off or the car becomes otherwise damaged, then the SCOUT may, to the best of their ability perform repairs. The SCOUT may seek advice for repairing the car, but may receive no other assistance. If a car is damaged

due to track fault or due to fault of another car or SCOUT, then the track chairman, at their sole discretion, may allow additional repair assistance.

Race proceedings: Races are timed for each car during a heat. Winners for each rank awards are determined by the best average time for all races for each car. Elimination style racing will not be conducted

Car Interference: If, during a race heat, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be assigned the maximum time for the race. The car interfered with will be allowed to re-run the race in the same lane.

Car Leaves Lane: If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, the car shall be assigned the maximum time for the race.

Car Leaves Track: If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point, and shall be assigned the maximum time for the race.

Track Fault: If a car leaves its lane, at their sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation, the track chairman may order the race heat to be rerun after the track is repaired.

No Finish: If, during a race heat, a car does not reach the finish line on the track, the car will be assigned the maximum time for the race.

Call to Race: Competitors will be called by their name for each race. This is for notification purposes only. Track officials will place the cars upon the track.

SPECIAL NOTE TO ALL CONCERNED: This project is for a parent and scout, and is recommended as such by the National Boy Scouts of America. Work with your scout to make a car they will be proud to show their fellow scouts.

PARENTS:

- **Make sure to arrive at Check-in on time. Walk-ins will not be accepted on race day.**
- **Cars may weigh no more than 5 ounces as weighed by the official scale at the race check-in. This weight may differ from a home scale, so be prepared to make adjustments to the car if necessary.**

****** Scouting encourages good sportsmanship. ******

Cars will be disqualified if the Scout or their parents display unsportsmanlike conduct on the race site.