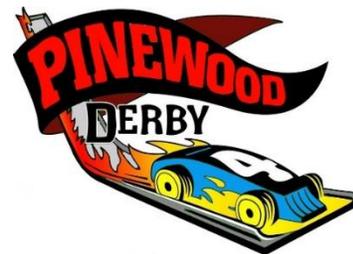


FOUNDERS DISTRICT GRAND PRIX PINEWOOD DERBY

“RULES OF THE ROAD”



Length, Width and Clearance

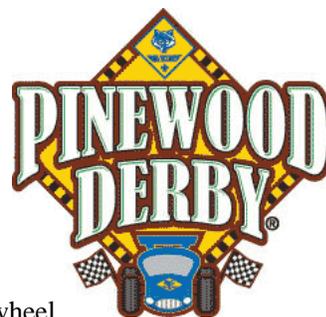
- The maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches.
- The minimum width between the wheels shall be 1-3/4 inches so the car will clear the center guide strip on the track.
- The minimum clearance between the bottom of the car and the track surface shall be 3/8 inch so the car will clear the center guide strip on the track.
- The maximum overall length shall not exceed 7 inches.
- The wheel-base (distance between the front and rear axles) may not be changed from the kit body distance of 4-1/4 inches.

Weight and Appearance

- Weight shall not exceed 5 ounces. The reading of the official scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.
- Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width or weight specifications.
- Cars with wet paint will not be accepted.

Body, Wheels and Axles

- Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit.
- You **MUST** use the block of wood provided. Purchasing pre-made bodies is **NOT ALLOWED**.
- Wheels may be lightly sanded to smooth out molding imperfections on the tread area. This light sanding is the only modification allowed. Beveling, tapering, thin sanding, wafering or lathe turning of the wheels is prohibited.
- Axles may not be altered in any way except for polishing.
- Wheel bearings, washers, bushings, and hub caps are prohibited.
- The car shall not ride on any type of springs.
- The car must be free-wheeling, with no starting device or other type of propulsion.
- The following wheel modifications are **PROHIBITED**:
 - Rounding of tread surface/wheel edges
 - Grooving, H-cutting or V-cutting
 - Altering of wheel profile
 - Narrowing the tread surface, other than truing inside tread edge
 - Drilling sidewalls
 - Hollowing, sanding, or otherwise removing or modifying material from inside the wheel
 - Filling of any wheel surface with any type of material



Lubrication

- Only graphite or powdered Teflon “white lube” will be allowed for lubricating the wheels.
- Lubrication is messy! On race day all lubrication must be done at the “lube” station.

Ground Rules and Competition

- The race is open to all Cub Scouts registered in Founders District.
- Each scout may enter only one car in the competition.
- Joint cars (i.e., two or more scouts submitting one car) are not permitted.**
- The car must have been built during the current Scouting Season. Cars that have competed in a previous Derby are not permitted.
- If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically lose that race.
- If a car leaves its lane and interferes with another car, the race will be run again. If the same car leaves its lane a second time and interferes with another car, the interfering car will automatically be disqualified.
- If a car becomes damaged and can be repaired in a reasonable amount of time (a few minutes), the race will be run again. If not, the damaged car will be removed from competition.
- Only race officials and scouts participating in the current race may enter the track area. This rule will be strictly enforced.

Inspection and Registration

- a) Each car must pass a technical inspection before it may compete. Technical inspection and registration of cars occurs on the day of the District Derby. Registration for Lions, Tigers and Wolves will be held from 9:00am to 9:45am. Registration for Bears and Webelos will be held from 12:00pm to 12:45pm.
- b) The Inspection Committee shall disqualify cars which do not meet these rules. If a car does not pass inspection, the owner will be informed of the reason his car did not pass (too long, too heavy, altered wheel base, or the like). Cars which fail the initial inspection may be modified for final inspection and registration.
- c) No cars may be altered in any way after it has been registered. Damage repair shall be allowed during the Derby only if it does not delay the race, but no modifications shall be allowed.
- d) After passing inspection, no car shall be re-inspected unless repaired after damage in handling or in a race.
- e) Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.
- f) After car is registered and passed inspection, only race officials will be allowed to handle the car.

Rewards and Recognition

- a) The most important values in Pinewood Derby competition are parent/child participation, good sportsmanship and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards.
- b) Every participating Scout will receive a Pinewood Derby patch.
- c) Trophies will be awarded to the 1st, 2nd, and 3rd-place finishers in each division (Lions, Tigers, Wolves, Bears, & Webelos).
- d) Additional awards will be made for various “appearance” categories (best design and most original). This will be presented based on the morning and afternoon races.

Guidelines & Sportsmanship Notes

The Pinewood Derby is a parent-child project. Please feel free to give guidance and minimal assistance to your Scout as he/she builds his Pinewood Derby car. This is a chance for your child to be part of a team (he/she and you), and to enjoy the spirit of friendly competition with his peers. Also for your Cub Scout to enjoy the satisfaction of building his/her own car from the kit provided. A special note to all parents and scouts:

Together, please read the following article on sportsmanship. While everyone will be trying to win, it's always a good idea to start out by remembering the Cub Scout Motto, “Do Your Best,” and some of the basic ideas behind good sportsmanship.

Two things the Pinewood Derby requires each participant to learn are:

- 1) The craft skills necessary to build a car, and
- 2) The rules that must be followed.

REMEMBER...



*Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called **sportsmanship**. The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others. The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest. The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say “I did my best” and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.*

