



BOY SCOUTS OF AMERICA

CENTRAL FLORIDA COUNCIL

2019 Pinewood Derby at the American Muscle Car Museum

When: Saturday, March 23rd, 2019 8:30-3:30 PM

Where: 3500 Sarno Road, Melbourne, FL 32934

Webelos Scouts Check-In: 10:00-10:30 **Races Start:** 10:45

Bear Scouts Check-In: 10:45-11:15 **Races Start:** 11:30

Wolf Scouts Check-In: 11:30-12:00 **Races Start:** 12:15

Tiger Scouts Check-In: 12:15-12:45 **Races Start:** 1:00

Lion Scouts Check in : 1:00-1:30 **Races Start :** 1:45

Grand Championships (1st—3rd each rank) Races Start: 2:30

In addition to the Derby, the museum will be open to tour as well as a Florida Corvette Club Autocross going on outside.

Participants will also receive an American Muscle Car Museum patch.

Snacks and drinks will be provided.

For more information please contact:

Pinewood Derby Chair -Renee Waldrop - Renee.Waldrop@ymail.com

Kevin Ronayne - District Executive - kevin.ronayne@cflscouting.org

- Enter Museum via Club 52/Melbourne Greyhound Park

- Smoke Free and Vapor Free Campus



Come race your Pinewood Derby car and see the museum's collection of over 290 cars from 1955 to the present day. All prizes and trophies provided by the American Muscle Car Museum.



Riverside District Pinewood Derby Official Rules



PARTS AND SPECIFICATIONS

Cars made and/or raced in previous years CAN NOT be raced at this year's Derby. The car you race in this year's District Derby must be the car that you raced in this year's Pack Derby (and it must have been built this year).

1. **Parts.** ONLY OFFICIAL BSA GRAND PRIX PINWOOD DERBY CAR KIT parts shall be used in major components of the car (body, wheels and axles).

Accessories and decals may be added, but you may NOT replace or substitute kit parts.

2. **Length:** shall not exceed 7" overall.

3. **Width:** shall not exceed 2 ¾" overall. Minimum width between wheels shall be 1 ¾" so the car will clear the center grid strip.

The car nose must have a flat portion at least 1/4" long in the center where it contacts the starting pin. The lowest point of the front end may not be any higher than 1/4" above the axle line in order to correctly contact the starting pin.

4. **Height:** (from the bottom of the wheels to top of car) shall not exceed 3" so as not to hit the electronic finish line display bar.

5. **Clearance** between bottom of car and track shall be 3/8" minimum so car will clear the center guide strip.

6. **Wheelbase:** Axles do not need to be installed in the original pre-cut axle grooves. If you relocate your axles the car must still conform to the requirements that NO PORTIONS of the car extend beyond the starting pin, including the wheels. The minimum underbody clearance of 3/8" must still be achieved.

7. **Weight:** total weight shall not exceed 5 ounces. Reading from the Official Race Scale will be final. The car may be shaped, hollowed, and/or built up to the maximum weight by the addition of wood or metal only, provided it is securely affixed or built into the body. Loose material of any kind is prohibited.

8. Mercury shall NOT be used for adding weight. It is a potential health hazard.

WHEELS AND AXLES

9. **Wheels and axles** Only Official BSA GRAND PRIX KIT wheels and axles shall be used. Wheels and axles may be slightly modified to remove minor surface imperfections (ie. Burrs), however, you are not allowed to thin, round, machine or reshape the wheels (the original sidewall ridge/dots must be visible and the contact surface flat). Note: Only official BSA wheels substitutes will be allowed (For example, the Scout shop sells colored wheels).

10. Hub Caps of any kind are NOT permitted (that includes round Avery-type labels).

11. Wheel Bearing, washers or bushings are NOT permitted.

12. **Suspension:** The car shall not ride on any type of springs or suspension.

13. **Starting Devices:** The car must be free-wheeling with no starting device or propulsion system.

LUBRICATIONS AND APPEARANCE

14. **Lubrication:** Only dry powdered lubricants, such as graphite, may be used. Oils and silicone sprays are NOT permitted they could soften the plastic wheels and foul the track.

15. **Lubrication:** Cars may be lubricated BEFORE INSPECTION ONLY AND ONLY OUTSIDE of the racing facility. Once the cars are inspected, registered and placed on the Starter's table, no further lubrication will be permitted, including individual race heats.

16. The car may NOT have anything on it that extends in front of the starting gate (this includes the car body itself)

17. Details such as driver, spoiler, decals, etc are allowed as long as these details are firmly glued in place and do NOT exceed the specifications listed above.

18. **Paint and glue:** cars with wet paint and/or wet glue will NOT be allowed to race.

RACING RULES AND PROCEDURES

19. **Qualifications:** The District Pinewood Derby Race is open to the top 3 finishers from each of 5 ranks (Lion, Tiger, Wolf, Bear and Webelos) in each Pack registered in Riverside District. **Webelos and Arrow of Light are considered one group. Advanced registration is required.**

20. The Scout **MUST** be present on race day to race his own car.

21. A Scout can race **ONLY** during his Scout Rank time slot, and he may enter only one care in his rank's race.

22. **Inspection and Registration:** Each racer must have their car inspected, weighed and certified by the Inspectors before they can compete. Disqualified racers will be given a reasonable opportunity to modify their care to meet these rules and specifications, but the car must be compliant prior to the scheduled race time.

23. **Starter's Table:** After a successful inspection and registration, the care will be brought to the Starter's Table. Except for races or emergency repairs, all cars will remain at the Starter's Table until the conclusion of each race series.

24. **Race:** All races will be by electronic timer, and conducted according to the Scout rank classification. The top three winners of each Scout rank classification will receive awards.

25. **Racing Procedure:** As each Scout Rank race is announced, drivers for that rank will be allowed into the restricted-access race area to race their car. The racers will put their own car into the starting gate, and then proceed to the finish line to watch the race. A designated leader will release the cars at the start of each race. After each race, the scouts will take the cars back to the starting line.

26. If a car jumps the track, the heat will be re-run. If the car jumps the track again, it will automatically lose that heat.

27. If a car leaves its lane and interferes with another car, the heat will be re-run again with the interfering car. The interfering car will automatically lose that heat.

28. **Mechanical problems:** If a car suffers a mechanical problem, loses an axle, breaks a wheel, drops a weight etc, and repairs can be accomplished before the start of the next race, or in the judgment of the Race Committee, in a reasonable time, the heat will be run again. If not, the car will automatically lose that heat.

29. **Judging:** Race results are automatically calculated by an electronic timer, and those results are **FINAL**. In the event of mechanical or electronic failure, two judges must agree on the winner or the heat will be run again. If, in the judgment of the Judges or Race Officials, a race should be re-run for any reason, previous results shall be voided. The Race Committee, by majority vote, will be the final judge of disputes, appeals or decisions. In the case of a tie vote, the decision of the Race Committee Chairman will be final.

30. **Conduct:** Profanity, violence or other un-sportsmanlike conduct by any participant or members of the audience will be grounds for expulsion from the competition and/or race area.

31. **Track area:** Only race officials and racers in the current race will allowed into the restricted access track area. **The rule will be strictly enforced.**