

ALGONQUIN DISTRICT PINEWOOD DERBY RULES and REGULATIONS

RULES (These rules supersede the rules that come with the BSA Pinewood Car Kit.)

G-1 Essential Materials

All cars entered must be built using the materials in the BSA Pinewood Car Kit, as distributed by your pack. (Kits may be purchased elsewhere if they are of the exact type specified above. For example, the manufacturer of the BSA kits also sells the same kits under a private label.) With the exception of decorative items, weights, glue, lubricants and finishing materials, only materials from the official kit may be used. Included in this exception are the Official Pinewood Derby Wheels and Axles (Item #175WHEELS) as sold by the BSA and offered at the Hawthorne Scout Shop. (Therefore, the new, colored, official wheels are allowed.) (Separately purchased items such as contoured pinewood bodies, machined wheels and polished axles are specifically prohibited.)

G-2 Eligibility

The race is open to the Cub Scouts with the fastest pinewood derby cars for each rank, Tiger, Wolf, Bear and Webelos (one Webelos per pack), registered in a Cub Scout Pack in Algonquin District as of April 1, in the year of the District Pinewood Derby. This means that each Algonquin District pack can send up to four Cub Scouts (one of each rank) to the District Pinewood Derby.

The pack committee will determine which Cub Scouts will represent the pack and notify district pinewood derby officials. (Watch the council website and/or the Algonquin District blog for the notification form.) This means that a Cub Scout cannot simply show up and race if his pack committee has not previously notified district pinewood derby officials that the Cub Scout is designated to represent the pack.

G-3 No “Proxy” Racing

Only the Cub Scout may enter his car for the District Pinewood Derby. This means that the Cub Scout must be present to enter his car into the racing competition.

G-4 Uniform

A participating Cub Scout must be in Cub Scout uniform.

G-5 New Work

Cars must have been made for the current calendar year’s races. Cars must be built after November 1 of the year prior to the current District Pinewood Derby for entry in the current year’s Algonquin District Pinewood Derby. Cars made for prior year’s races are not allowed.

G-6 Awards

Trophies: First Place Tiger, Wolf, Bear, Webelos; Medals: Second and Third Place Tiger, Wolf, Bear, Webelos. Awards may change from year to year.

G-7 Entry Fee

An entry fee will be charged to cover the cost of awards and any other expenses incurred in conducting the Algonquin District Pinewood Derby. The entry fee must be paid prior to or at the time of registration for the District Pinewood Derby. Watch the council website and/or the Algonquin District blog for notice of this year's entry fee.

CONSTRUCTION SPECIFICATIONS: Cars failing to meet these specifications will be subject to disqualification.

Length, Width and Clearance

C-1 Maximum overall width (including wheels and axles) must not exceed 2 ¾ inches.

C-2 Minimum width between wheels shall be 1 ¾ inches so the car will clear the center guide strip.

C-3 Minimum clearance between the bottom of the car and the bottom of the wheels shall be 3/8 inch so the car will clear the center guide strip. (It is recommended that weights on the bottom of the car be inset so they are flush with the bottom of the wood block.)

C-4 Maximum length shall not exceed 7 inches.

C-5 Maximum height shall not exceed 5 ½ inches.

C-6 Wheelbase: Axles may be installed in the pre-cut slots provided by the kit manufacturer or may be inserted into new slots. However, the distance between the front and rear axles must be 4 3/8 inches (as provided by the manufacturer of the kit).

Weight and Appearance

C-7 Weight of the car cannot exceed 5 ounces (141.7 grams). The readings of the official race scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood, metal, plastic wood or metal filler only, provided that these materials are securely built into the car body or firmly affixed to the car body. No loose materials of any kind are permitted in or on the car.

C-8 Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not cause the car to exceed the maximum length, width and/or weight specifications.

C-9 Cars with wet paint will not be accepted to race.

C-10 "Indented noses" are prohibited. The forward-most part of the car must contact the starting gate (starting peg).

C-11 Inspection Gauges

Registration check-in equipment (for example, weight scale, length box, rulers, etc.), as provided by the district's designated officials, will determine official compliance with the specifications. The Cub Scout and his adult partner should be prepared to make adjustments to the car, if necessary, at the time of registration (see Rule R-2, below).

Wheels and Axles

C-12 Only the official wheels and axles provided with the official kit or the colored Official Pinewood Derby Wheels and Axles (Item #175WHEELS, as sold by the BSA and offered at the Hawthorne Scout Shop) may be used. Axles may be polished as part of the construction process. (Note that Rule G-1 prohibits the use of purchased polished axles.) Solid axles are strictly prohibited. Wheels may be lightly sanded to remove the mold projection (flash) (if any) on the tread. (For the last few years, the manufacturing process has rarely produced a mold projection.) This very light sanding is the **ONLY** wheel modification allowed. Beveling or tapering of the wheels (lathed wheel tread), smoothing the inside edge of the wheels, coned hubs, ball-reamed axle slots and any other wheel modification is strictly prohibited. Wheel bearings, washers or bushings are strictly prohibited.

C-13 All four wheels must touch the track surface. Cars shall not ride on any type of springs.

C-14 Cars must be free-wheeling, with no starting devices or other propulsion.

RACE DAY AND REGISTRATION RULES: What happens on the day of registration and/or the races and how the races are conducted

Track officials are responsible for the proper conduct of the races. Decisions of the track officials on questions of rules interpretations and procedure may be appealed to the event chairman. Decisions of track officials on questions of fact may not be appealed beyond the track chairman (who may also be the event chairman). Any participant (including the parent/guardian of a participant) has the right to appeal to the Judging Committee for an interpretation of the rules. The Judging Committee, by majority vote, will be the final interpreter of these rules. In case of a tie vote, the decision of the Race Committee Chairperson (who may also be the event chairman) will be final.

R-1 Inspection

Cars will be inspected prior to registration for the District Pinewood Derby for compliance with these rules, regulations and specifications. Registration may be prior to the races on the night of the races, or on a night prior to the night of the races. Watch the council website and/or the Algonquin District blog for notice of entry fees and times and places for registration (and the Official Cutoff Time (see Rule R-2)) and races.

R-2 Corrections for non-compliance and Time Limit

Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify any car that does not comply with these rules, regulations and specifications. If a car does not pass this inspection, the prospective entrant will be informed of all violations which preclude the entrant's car from racing and given the opportunity to modify the car to meet these rules, regulations and specifications. Cars must qualify by the Official Cutoff Time.

R-3 Official Cutoff Time

The event chairman will establish the Official Cutoff Time. The Official Cutoff Time will be determined prior to the night of registration and must be set so that registration has a definitive end (and the races can proceed, in the case of same-night registration).

R-4 Re-inspection

Cars may be re-inspected, at any time. If a car does not meet these rules, regulations and specifications, the car must be brought into compliance before its next scheduled race or be disqualified. A minimum of five minutes will be allowed for a participant (or his designated adult) to bring the car into compliance. (This rule is designed to make sure that a judges' error at registration does not preclude the track officials from correcting a previous judging error.)

R-6 Lubrication

Only dry, powdered lubricants, such as graphite, may be used. Oils and silicone sprays may soften the plastic wheels and damage the track and, therefore, are specifically prohibited. Cars may be lubricated before registration inspection. After registration inspection, lubrication is strictly prohibited. (There will be no lubrication between racing heats.)

R-7 Impounding

Cars meeting the above specifications will proceed to Registration. The CUB SCOUT will place his car on the table provided for Registration. Once a car is registered, the Cub Scout will not have access to the car until after the races. The Cub Scout cannot lubricate or otherwise alter or improve his car between heats or during the race. Cars will be returned at the conclusion of racing.

R-8 Cub Scout Spirit

Ungentlemanly, unladylike or unsportsmanlike behavior by any participant, parent or any other member of the audience is grounds for expulsion from the competition and/or the premises of the races, at the absolute discretion of the Track Officials.

CONDUCT OF THE RACES

R-9 Track Access

Only Track Officials will be permitted in the track area. This rule will be strictly enforced.

R-10 Mechanical Problem During a Heat

If a car suffers a mechanical problem during a heat (loses an axle, breaks a wheel, etc.), the participant or a designated adult will have up to five minutes to fix the car. The heat will be rerun.

R-11 Mechanical Problem After a Heat

The participant or a designated adult will have five minutes or until the next scheduled heat (whichever is longer) to fix the car. The heat will NOT be rerun.

R-12 Car Leaves Lane

If, during a race, a car leaves its lane AND interferes with another car(s), the race will be re-staged and rerun. If the same car again leaves its lane and interferes with another car(s), the interfering car will be judged "last place" in that race and the race will be re-staged and rerun WITHOUT the interfering car.

R-13 Car Leaves Track

If, during a race, a car leaves the track, the race will be run again. If the same car leaves the track a second time, the car will be judged "last place" in that race.

R-14 Track Fault

If a car leaves its lane, the Track Chairman, at his or her sole discretion, may inspect the track and, if a track fault is found which may have caused the initial violation, the Track Chairman, at his or her sole discretion, may order the race to be rerun after the track is repaired.

R-15 False Start

In the event of Starter interference, the race will be re-staged and rerun.

R-16 No Finishers

If, during a race, no car reaches the finish line on the track, the car traveling the farthest in its lane shall be declared the race winner.

R-17 Finish Line Judging

The track's electronic timers will record finishing place for all cars in each race. In the event of technical difficulties, the Finish Line Judges will determine the order of finish.