

HIGHLANDER District Pinewood Derby Rules for 2019

PLACE: MORGANTON LDS CHURCH

DATE: 16 March 2019

TIME: 0900 - Registration closes at 10am

ATTN: -Read the new info re non-speed categories
-Sponsorship information

The following rules apply for the 2019 District Pinewood Derby. These rules will be strictly enforced. Strict compliance is required to eliminate controversies on race day.

1. Section 1 Eligibility

- 1.1. Speed - In order to allow more Cubs to compete in the District Race, the speed competition is divided into age group competitions. The top 2 finishers from each category are eligible for the district competition. The Cub's age at the time of his pack derby controls his eligibility. The four age groups for speed are as follows: Tiger, Wolves, Bears, and Webelos.
- 1.2. Non-speed categories- The top 2 finishers and the alternate in each category from each pack regardless of age are eligible for the district competition. Again there is no age group competition in the non-speed categories. These categories are open classification as in previous years. **THE SCOUT IS NOT REQUIRED TO BE AT THE COMPETITION IN THIS CATEGORY. THE PACK MAY REGISTER THE SCOUT CAR.**
- 1.3. Lions, Tigers, Wolves, Bears, and Webelos may compete in the District Meet if the boy was a registered Cub Scout at the time of his Pack Derby. If the scout has bridged over to boy scouts he may still race or compete but is **REQUIRED** to wear the Cub Scout uniform.
- 1.4. No age substitutions allowed.
- 1.5. Alternates - Each pack may send but is not required to send one (1) alternate in each category i.e. each age group in speed and in each of the other non-speed categories. If for some reason a car cannot compete, then the alternate from that pack in that age group or category will be substituted. There will be no substitutions after registration closes. If a Cub does not actually appear for registration, then the alternate, if present, will be allowed to compete in his place. If the alternate is not present, no racer will be placed in that slot. The registrars will not enter or move an alternate car into the competition unless the adult representative for that pack brings the issue to the registrar's attention.

2. Section 2 General Rules

- 2.1. **Each pack running a track must have volunteers assisting at the District Race and must attend a meeting at the March Roundtable. The volunteer must arrive at the District Race prior to the race as directed.**
- 2.2. The Cub must arrive at the registration time to register his car. Alternates must register their cars if they are competing.
- 2.3. These rules apply to all cars in the District Meet regardless of category.
- 2.4. At the District Meet, **-NO ADULTS** will handle the cars. Derby officials will use their best efforts not to handle the cars. Scouts are the only authorized car handler at the derby.
- 2.5. Only 1 car per Cub may be entered in the District Meet. No car will be allowed that competed in any previous PINEWOOD DERBY competition on any level (4.11 below).

3. Section 3 Impoundment of Cars at Pack Derbies, Pre-Registration, Registration Fee, Registration, Inspections, Handling

- 3.1. Impoundment of Cars at Pack Derby Races - The Cubs that qualify for the District Meet must have their cars impounded and secured at their pack derbies. The adult leader responsible for impounding the cars will not allow any handling of the cars in any way prior to the District Derby. The adult leader responsible for impounding the cars will be responsible for bringing the pack's cars to the District Race and deliver them to the Inspection and Registration Team. Any car brought to the district derby by anyone other than the pack representative will be disqualified.
- 3.2. Pre-Registration - Each pack will forward the Pre-Registration form and one pack check for the registration fees to the grand marshal by the deadline on the registration form, CHECKS NEED TO BE MADE OUT TO BSA (see form attached).
- 3.3. All Cubs must report to the inspection and registration table where they will retrieve their cars. Any competing Cub Scout must be physically present when registering. A Cub's parent, proxy or any other representative is not allowed to register the Cub's car. Upon registration, the Cub will take the car to the track where they will be racing.
- 3.4. The inspector or the inspection team will inspect each car to ensure compliance with all rules. Strict scrutiny will be the standard. The car must comply with the physical requirements as set forth herein.
- 3.5. Each competitor must wear his Cub Scout uniform. The uniforms help derby officials distinguish between competitors and non-competitors.
- 3.6. At that time the Cub may put more lubricant on the wheels of his car if he chooses. Only the Cub may apply the lubricant. This is the ONLY time that lubricant will be applied.
- 3.7. Weight and fine-tuning will be accomplished at the weigh-in, (only if the car is overweight). All weights must be secure so that they don't fall off. Mercury is not allowed. Weights must be fixed to the car. Movable weights are prohibited. All cars will be inspected, weighed and registered by the Inspection and Registration Team.
- 3.8. If at registration and inspection, a car does not pass inspection, the owner will be informed of the reason for the failure. He will be given time within the registration period to make the adjustments. The race will not be delayed for any reason. The cars will not be altered in any way whatsoever after it is registered except as referenced herein for repairs. After the car is taken to the pit area, only the Cubs and derby officials will handle the car. Derby officials will use their best efforts not to handle the cars.
- 3.9. Subsequent inspections may be done by other derby officials as the event proceeds. It is the intent of these rules to try to ensure that all compliance requirements and related issues are addressed at the time the car is inspected and registered. However, a violation not previously caught or identified at registration may be spotted by another derby official and may result in disqualification if there is a violation.
- 3.10. At 10:00 the registration is closed. Once the competition has begun, registration is deemed closed and no further cars will be registered.

4. Section 4 – Physical Requirements

- 4.1. Must use the Grand Prix Kits issued at the Scouting Roundup time, or purchased at the local Scout Shop. No pre-cut cars.
- 4.2. The cars must comply with the following standards:
 - 4.2.1. Weight – no more than 5 oz.
 - 4.2.2. Length – not more than 7 inches
 - 4.2.3. Width – not more than 2 ¾ inches
 - 4.2.4. Width between wheels – according to the official directions in the official Pinewood Derby kit, the width between wheels must be at least 1 ¾ inches apart or the car won't fit over the raised portion of the track that is under the car and over which the car travels.

- 4.2.5. Clearance between car and track is 3/8 inch.
- 4.3. Factory cut wheel slots must be used for axle placement. The official statement in the Grand Prix kit refers to “redressing” the axle slots with hacksaw blades and reads as follows: “use two hacksaw blades side by side to redress the slots. Use the edge of the square as a guide.” Most of the cars have perfectly square axle slots. If your axle slots were not square, the preferred practice would be to return the car to the Scout Shop and demand a replacement car. Drilling axle holes is expressly prohibited.
- 4.4. No magnets are allowed.
- 4.5. Weighted wheels are prohibited.
- 4.6. Changing the diameter of the wheel holes is prohibited
- 4.7. Changing the diameter of the axles or thinning the axles is prohibited.
- 4.8. All four wheels must make contact with the track. Although it is sometimes difficult to do, please make a maximal effort to make sure that all 4 wheels touch the track.
- 4.9. Only the NAILS that come with your kit will be used as axles. No kits that contain whole axle kits are authorized.
- 4.10. No washer, bearings, bushings or any other foreign objects may be used on the wheels or axles.
- 4.11. No car will be used this year that was used in any BSA competition in any previous year.
- 4.12. Each car will participate in only one category at the District Race. (Speed vs. Non-speed)
- 4.13. It is not necessary that the cars entered in the non-speed categories are able to completely run down the track from end to end. However, the car must be able to roll on the track. Each of these cars must still comply with other physical requirements referenced herein.
- 4.14. The cars will be built out of the materials provided in the Official Grand Prix Kit. This Grand Prix kit included nails for the axles and wheels. No loose materials, wheel bearings, washers, or bushings will be permitted on the cars. No pre-made kits are allowed.
- 4.15. The car will not ride on any type of springs and must be freewheeling without any starting devices.
- 4.16. Detailing such as steering wheels, drivers, decals, and painting are authorized as long as they do not conflict with any other rule.
- 4.17. Wheels may be lightly sanded to remove burrs. Wheels that are beveled, turned, thinned or otherwise altered whereby the shape of the wheel is significantly changed. The edges of the tire will not be changed to make it more round!!! The inner hub may be lightly sanded for burrs but reshaping is also prohibited.
- 4.18. Axles may be polished. The only lubricants allowed are powdered graphite or powdered silicone as sold at the Scout Shop. If a wheel repair must be undertaken, the authorized referenced above may be applied at the time of the repair.
- 4.19. Axle heads must remain visible. No hubcaps or covers of any type are allowed on the wheel.
- 4.20. The entire car must fit behind the starting post. No part of the car may protrude forward of the starting post. Cars that do not comply with this requirement will be withdrawn.

5. Section 5 Repairs

- 5.1. If any part of a car breaks, only the Cub will be allowed to repair the problem in the pit area. The Tiger Cub can have the help of his adult partner. The repair time will not exceed 5 minutes. If after the 5 minute time period the car is still not repaired and ready to race the car will be withdrawn from further competition.

- 5.2. Except as set forth in 5.3 below, a second breakage will result in the car being withdrawn. All repairs must be made at the repair table. The car may not be removed from the pit area in the building.
- 5.3. A car may be repaired once for any reason. A second repair is only permitted if the track was a cause of the need for the second repair. If the same car malfunctions again after the second repair for any reason and is unable to continue, then it will be disqualified.
- 5.4. If a car malfunctions and interferes with the other car, then that heat will be rerun subject to other rules regarding repair allowances.
- 5.5. The parent may accompany his Cub to the repair area and may offer suggestions but may not touch the car or otherwise do the repairs to the car.

6. Section 6 Race Procedure

- 6.1. All cars in the speed competition will be racing in double elimination competition with alternating lanes. Additionally, a “race” is defined as winning two (2) out of three (3) heats down the track against your opponent. A “heat” is defined as one time down the track. This will be accomplished by the car will run down each track IE: car 1 in the LEFT lane first run and in the RIGHT lane the second time. If a tie then goes back to the starting track.
- 6.2. When a heat or race is announced, each Cub will retrieve his car from the table and place it on the track. The starter may but is not required to suggest that a Cub reposition his car to make sure that it is straight or otherwise in the proper position. The Cub may or may not choose to follow the starter’s suggestion.
- 6.3. The ENTIRE CAR must fit behind the starting post. No part of the car is allowed ahead of the starting post.
- 6.4. Once the starter is satisfied that the cars are aligned properly on the track and that all 4 wheels make contact with the track, the race will start.
- 6.5. The car whose nose is over the finish line first wins the race. The judges for that track will decide the winner. THERE IS NO APPEAL. If the judges can’t decide the winner, then that heat will be rerun with the cars running in the same lanes as they were in during the undecided heat.
- 6.6. When the results of each heat or race are recorded the driver will return their cars to the table and place them as directed by the pit boss and take their seats in the audience.

7. Section 7 – Awards

- 7.1. All awards will be presented at the end of the respective competitions. The Cub must be present at the registration in order to win but not at the awards ceremony.
- 7.2. The rulings of the derby chief or the race committee are FINAL.
- 7.3. Please remind your Cubs that “Doing Your Best” is the most important thing.
- 7.4. Awards in speed will be 3 deep per age group. (i.e. 1st, 2nd, and 3rd)
- 7.5. In speed, there will no crossover age group competition. There will be a Tiger Winner, Wolf Winner, Bear Winner, and Webelos Winner.

8. Section 8 - Guidelines for the Non Speed Categories

This Year’s themes are Science and Connections!

- 8.1. **Outer Space:** The winner of this category will be the car that best represents Outer Space! We’ve landed on Mars and are receiving telemetry from across the galaxy. What’s next? Can you make your car look like something from space?
- 8.2. **It’s a Small World:** The winner of this category will be the car with the best representation of a small world! It doesn’t have to be a representation of the earth or even another planet, but it can. What does “It’s a small world” mean to you?

- 8.3. **Best Scouting Theme:** The winner of this category will be the car with the best representation of Scouting. What's your favorite Scouting activity? What do you love most about Scouting? Here is your chance to showcase it to the district!
- 8.4. **Time to Travel:** The winner of this category will be the car that takes the imagination to the next level! Do you want to travel to a different state or country? How about to a different time? Can you create a car to show where or when you want to go? Here's your chance!

Let your imaginations go wild!

9. Section 9 - Funding and Sponsorship

- 9.1. In an effort to defer the cost to both the pack and the scout, each pack is highly encouraged to find a sponsor for their pack.
- 9.2. Each sponsor will purchase a car kit and the right to race in the Sponsor category of the pinewood derby for \$50. The Highlander District pinewood derby committee will afford the sponsor a spot on the sponsor's table, the ability to display non-obstructive business promotion material and special mention during the Outlaw race. Every effort should be made to comply with the pinewood derby rule, however Outlaw cars will not be inspected prior to racing. They are not required to be able to race, but they are certainly welcome to race.
- 9.3. The sponsor car will be registered at 09:00 with all other cars. The outlaw race will be run during the mid-point turn at approximately 11:00 AM.
- 9.4. Packs are welcome to recruit more than one outlaw car but each Outlaw entry will be \$50. Packs who are unable or unwilling to find sponsorship will submit the \$50 entry from their pack budget. All checks to be made out to BSA
- 9.5. Any pack requesting special accommodations will contact the Grand Marshall prior to the event to make arrangements.

**2018 HIGHLANDER District Pinewood Derby District Registration Form
You Must Attach Your Pack Check for the Registration Fee**

Pack _____ Point of Contact _____
Name Phone number email

Speed Competition

Lions

1. _____

2. _____

Alternate _____

Bears

1. _____

2. _____

Alternate _____

Tigers

1. _____

2. _____

Alternate _____

Webelos

1. _____

2. _____

Alternate _____

Wolves

1. _____

2. _____

Alternate _____

Arrow of Light

1. _____

2. _____

Alternate _____

Non-Speed (this is non-age group competition)

Outer Space Theme

1. _____

2. _____

Best Scout Theme

1. _____

2. _____

It's a Small World Theme

1. _____

2. _____

Time to Travel

1. _____

2. _____