

Cub Scout Pack 53
2010 Pinewood Derby Rules
January 23
Schedule will be posted 2 weeks prior to the event

CARS

Please note that these rules will be Strictly Enforced...

- All rules contained in your Pinewood Derby kit apply
- Only the wheels and axles (nails) in your kit may be used – NO SUBSTITUTIONS
- All cars must be new this year... previous years' cars will be disqualified
- Car specifications
 - Maximum weight: 5 oz. (141.75 grams) per the official Pack weigh-in scale
 - Maximum height: 4 in.
 - Maximum length: 7 in.
 - Maximum width: 2 ¾ in.
 - Minimum ground clearance: 3/8 in.

- Do not design your car in such a way as to make it difficult to stay behind the starting gate, or where any part of the car protrudes beyond the starting gate.
- Only dry graphite or Teflon lubricants are allowed.
- No loose materials within or attached to the car are allowed.
- No wheel bearings, washers, bushings, springs or starting devices are allowed.

RACE PROCEDURES

- Racers should register and weigh in early, prior to their den's (or level's) race time.
- A name of the car will be required at check-in. Please have your child of a name prior to registration
- The scale at the race is the only OFFICIAL scale.
- So as not to delay races, all cars must be finished checking-in a 1/2-hour PRIOR to your den's race time.
- Racers will not be allowed to weigh in after their den's races have begun.
- Cars will be disqualified if they cannot remain on the track.
- In the event that a car is damaged during the race, the Cub will have 5 minutes to make necessary repairs.
- Each car will race on every useable slot of the track. Races may be repeated at the discretion of race officials (e.g. in the event of a car jumping off the track or interfering with another car, etc
- Cars will be scored by points. In case of a tie, the lowest net time will win.
- The top two winning cars for each den (or division) will be impounded by race officials until the Pack Finals.

Prize Categories:

Speed isn't the only way to win. Your scout can also win for creativity. Cars will be judged based on the following categories.

- Most Creative
- Most Patriotic
- Most Realistic

- Most Colorful
- Most Scout-like
- Most Winter Olympic theme

Note: There will only be one winner per category for the entire Pack.

SOME TIPS:

- Make your car as heavy as possible without exceeding 5 oz. (141.75 grams).
- Additional weights are allowed, and can be glued, screwed or melted into holes in the body of the car. Weights must be securely attached – not taped – to car.
- Polish the nails (axles) and deburr the underside of the nail heads. No other modifications to the axles are allowed.
- Scrape any excess plastic flashing from the wheels. Wheel treads must remain flat. No modifications of the plastic wheels, other than removing excess flashing and/or sanding surface imperfections – are allowed. Wheels may not be “thinned”.
- Make sure your car runs true (straight).
- Use your imagination: as long as it follows the above rules, your car can look like anything you want: a fire truck, an Indy racer, the Batmobile, the Flintstone mobile...it doesn't even have to look like a car at all !!
 - Give yourself lots of time...don't start building your car 2 days before the race!

Remember: the car should be built by the Cub (with adult assistance). Good Luck to all!