

# JANUARY 19<sup>th</sup>, 2018

## St. A's UNDERCROFT

### Races start at 6:30 pm

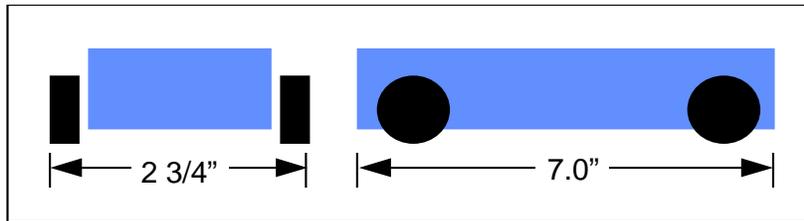
---

### Contestant Rules

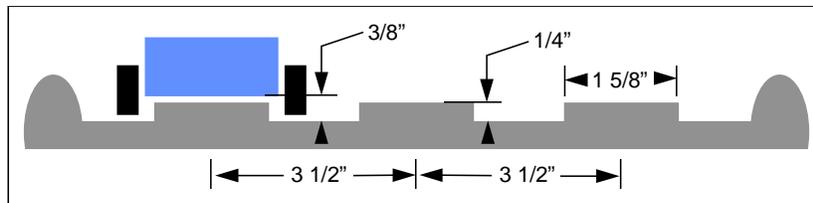
*We follow WHH District Rules governing car specifications. When in question, ask!*

#### Car Specifications

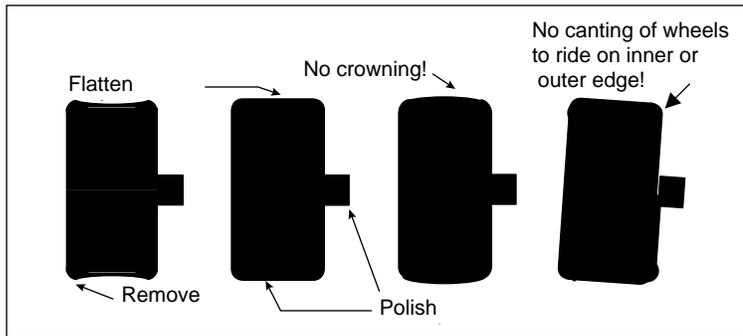
1. **Width** - The overall width of the car shall not exceed  $2\frac{3}{4}$ ".
2. **Length** - The overall length of the car shall not exceed 7".



3. **Height** – Though BSA rules do not specify a height limit; the track design prohibits cars with a height greater than 3.5" from safely running down the track.
4. **Weight** - The weight of the car shall **not exceed 5.00 ounces** (141.747 grams). Cars will be weighed in on the **Wednesday before race day** using a calibrated scale. *NOTE: CARS THAT EXCEED THE ABOVE WEIGHT ON THE OFFICIAL SCALE WILL NOT BE PERMITTED TO RACE OVERWEIGHT; WE WILL ALLOW WEIGHT TO BE REMOVED FROM THE CAR PRIOR TO FINAL CHECK IN BY THE SCOUT AND HIS FAMILY.* No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the 5.00 oz. maximum by the addition of weights, provided any additional material is securely built into the body of the car, loose weight is not permitted.
5. **Track Fit** - The car must be constructed such that it fits the track. This means that it must straddle a lane guide which is  $\frac{1}{4}$ " inch high and  $1\frac{5}{8}$ " wide. The car should be the original width of the block at the axles and have a **clearance of  $\frac{3}{8}$ " from the ground**. The car should be a maximum of 7" in length and  $2\frac{3}{4}$ " wide



6. **Wheels and Axles** – Only the official BSA Pinewood Derby wheels and axles supplied in your kit are permitted. WHH District rules **prohibit the re-drilling of axle holes**. The addition of spacers, washers, and bushings is prohibited. Wheelbase (distance between axles) must equal 4.50 inches. Axels may be glued in place if desired. Axels may not be plated. Burrs may be sanded away from the plastic wheels, but excessive removal of material to "crown" the surface of the wheel that meets the track will not be permitted. The wheels when mounted must also be perpendicular to the track; they cannot be canted. All cars must have **ALL FOUR WHEELS TOUCHING THE TRACK** at all times. *THE BSA SIGNATURE ON THE WHEELS MUST BE VISIBLE TO THE JUDGES AT THE REGISTRATION DESK. ANY CAR, WHICH INCORPORATES ANY WHEEL OR AXLE COMPONENTS NOT SUPPLIED IN THE OFFICIAL PINEWOOD DERBY CAR KIT, WILL NOT BE PERMITTED TO RACE.*
7. Only dry graphite is permitted as a lubricant, **no liquid lubricants** are allowed.



8. **Other Attachments** - The car shall not ride on any type of springs, or incorporate any other devices, which might aid in its travel or propulsion including adhesives, magnets, etc.
9. **Details** - Steering wheels, driver decals, painting, and interior details are permissible as long as these details do not exceed the maximum length, width, and weight specifications. Make sure they are adequately secured to the car. If any part of the car falls off, other than the wheel, it may not be put back on. If a wheel falls off, "the scout" may reattach it without the use of tools or glue. Adult volunteers in the garage area will assist the scout if they are asked to.
10. **Inspection** - Each car must pass inspection by the official inspection committee before it will be allowed to compete. The inspectors have the right to disqualify those cars that do not meet the above criteria. We will be using a gauge to inspect all cars. ***No physical alterations may be made and no additional graphite lubricant may be added to cars after inspection.***
11. **Car Numbers** - Each Scout will be assigned a number. Please use the numerical stickers in the kit and affix to the back and the top of the car. Each box has a hand written number assigned to that scout.
12. **Car Name** - Each Scout should create a name for his car.

### Race Day - General Rules

- All Scouts should be in Class "A" uniform to check in and during the race.
- All cars must pass inspection criteria above at race day check in to qualify for the race.
- Cars must have been made during the current school year to qualify for the race and no components from previous cars may be used.
- The starter will make sure the cars are on the track properly. Once your car is set on the track, you should report to the finish line to observe the race. The starter will then release the cars to start the race.
- The car whose nose is over the finish line first is the winner. This will be determined by the electronic computer controlled finish line, or designated impartial finish line judges.
- If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses the race. If on the second run, another car is interfered with, the heat will be run a third time, but without the disqualified car.
- Cars dropped or damaged during racing may be repaired, as long as a race committee official is consulted first, and the car can be re-inspected (if necessary) in time for the next heat. But only if the repair does not hold up competition. Only minor repairs may be made on race day.
- When the results of each heat are recorded, the cars will immediately be returned to the staging area.

### Important Reminders

***All efforts will be made to ensure a fun and fair race for all scouts. In case of a dispute regarding the result of any heat or car inspection, the decision of the Pinewood Derby Committee will be FINAL. Unscout like behavior by any competitor or adult will not be tolerated and may result in disqualification of the scout.***

**HAVE FUN and cheer the other drivers on in the spirit of Scouting and doing your best!**