

Pack 435 Pinewood Derby 2010

Where

Chelsea Fairgrounds Service Building
(Old Manchester Rd / Old US-12 Jackson Rd)

Set-Up

Date: Wednesday, March 10, 2010
Time: 6:00 – 8:00 pm

Tables, Track, Banners & Flags
(3) *Volunteers Needed*

Car Registration / Weigh-in

Date: Thursday, March 11, 2010
Time: 6:00 – 8:00 pm (*Volunteers 5:45 pm for station prep*)

Dimensional, wheel & axles check, modifications, weight, final registration, graphite & car impound
(4) *Volunteers Needed*

Judging

Date: Friday, March 12, 2010
Time: 4:00 – 5:00 pm

Boy Scouts to judge best design and best paint per rank plus best overall and most original

Race Day

Date: Saturday, March 13, 2010
Time: 12:30 – 5:00 pm

Schedule:

- **Scouts check-in** @ 12:30 – 1:00 pm
- Tigers race @ 1:00 pm
- Wolfs race @ approx 1:30 pm
- Bears race @ approx 2:00 pm
- Webelos race @ approx 2:30 pm
- Final race @ approx 3:00 pm
- Clean-up 3:30 - 5:00 pm

Your help is needed in order for the derby to run smoothly. Contact Chris to volunteer: Chris Schop (734) 433-9596, schop47@comcast.net

Weigh-in Thursday, March 11, 2010, 6:00 – 8:00 p.m.

***You MUST turn your car in on weigh-in day. If you cannot make it, send your car in with a friend or den leader.**

If possible, you should have your car in race ready condition prior to the weigh-in. But for the other 99% of the pack, there will be parent volunteers at the weigh-in to help with last minute tweaks and to ballast the cars to the 5-ounce limit. Don't worry about adding weight on your own, it can be taken care of at the weigh-in.

Please read **all** the rules **prior** to starting through the qualification process. All scouts will be held to these rules. There will be **NO** exceptions. If your car is not brought to the weigh-in, or it does not successfully pass all the checks, you will **NOT** be able to race.

What will happen at the weigh in?

1. Size: "Adjust" car dimensions, if needed, to qualify for the race. Your car must freely fit inside our pass / fail dimension box. The attached rules detail what these dimensions are.
IMPORTANT: Some cool looking cars have had parts cut off at the weigh-in because they were too big – make sure you check the size limits.
2. Wheels will be inspected.
3. Weight: Add or remove weight so that the final weight of the car is no more than 5 ounces (141.75 grams). We will have the "Official" scale on hand to verify the weight.
4. Lubricant: Apply graphite to the axles and work it in by rolling the wheels back and forth. This is the last chance to add graphite. It must be completed before you have your car weighed.
You will **NOT** be able to apply graphite at the race on Saturday.
5. Register: After your car has passed all inspections it will be registered and held in impound by the Pinewood Derby Officials until race day, Saturday, March 13, 2010. The cars will be released from impound and given to the racer just before their first race.

2009-2010 Huron Trails District Official Pinewood Derby Rules

WEIGH-IN INSPECTION: All derby racer cars **MUST** pass inspection and be weighed-in during the official date and time. After passing inspection the car will be handled **ONLY** by committee members until eliminated from event. If during the race a car becomes in need of repair, the Cub Scout and his parent/guardian will be allowed to repair car in an officially designated area while being observed by a committee member. All repairs must be made in a timely manner, not to delay the race more than a few minutes.

GENERAL RULES:

1. Each Pack may send one scout from each rank to participate in the District Championships. If the rank winner is unable to participate, then an alternate may be chosen.
2. The car **MUST** be newly built for the current Cub Scouting year.
3. Car is to have a wood body, 4 wheels and 4 nail style axles. Only official BSA Grand Prix Pinewood Derby wheels (**see note 1**) and axles are allowed.
4. The wood body is to contact the starting pin. Nothing may protrude in front of the starting pin.
5. Winning cars may be subject to post-race re-inspection at the sole discretion of race officials.
6. The final decision of whether a car is legal and qualified to race shall be entirely at the discretion of the race officials present.
7. Poor sportsmanship conduct by either the Cub Scout or his parent(s) will result in the disqualification of the Cub Scout. Whether winning or losing, Cub Scouts are expected to display good sportsmanship and act dignified at all times.

DIMENSIONS and CLEARANCES:

1. The maximum overall width of car, including wheels & axles, shall not exceed 2 3/4(2.75) inches.
2. The minimum width between the wheels shall be 1 3/4(1.75) inches.
3. The minimum clearance between the bottom of car (including weights) and track surface shall be 3/8(0.375) inch so the car will clear the center guide strip on the track.
4. The maximum overall length shall not exceed 7 inches.
5. The maximum overall height shall not exceed 4 inches so car will clear timing mechanism.
6. The wheelbase (distance measured from the centers of front & rear axles) may not exceed 4-3/8 inches.

WEIGHT and APPEARANCE:

1. Total car weight shall not exceed 5 ounces on the official scale.
2. If lead is used, it must be embedded, covered or coated so as to prevent skin contact.
3. All added weight and decorative items must be firmly attached. No liquids or loose materials of any kind are permitted in or on the car.
4. Purely decorative items are allowed, if they meet the dimension or weight specifications.
5. Cars with wet paint, coating, glue or finish will not be accepted.

WHEELS and AXLES:

1. Wheels may be sanded or polished to smooth out molding imperfection. This is the only modification allowed. Modifications such as reshaping, thinning, or lathe turning are prohibited.
2. Axles may be straightened, smoothed and polished to remove burr marks. Axle modifications, such as grooving, or machining to reduce diameter are prohibited.
3. Wheel or axle bearing, washers, bushings, pads and hubcaps are prohibited.
4. The car shall not ride on any type of suspension made from components other than **official BSA**.
5. The car must be freewheeling, with no starting device or other type of propulsion.

LUBRICATION:

1. Only dry lubricants such as graphite will be allowed for lubricating wheels and axles.
2. Additional lubrication will not be allowed after car has been weighed in, or during race.

NOTES:

1. **May use black or colored of either "new" BSA wheel or old wheel. "New" wheel reads on outside of wheel BSA PINWOOD DERBY®, old wheel reads BSA PINWOOD DERBY™.**

Race Day!!

Date: Saturday, March 13, 2010

Time: Check-in from 12:30 – 1:00 pm; Tiger (1st) round begins @ 1pm

How the race will be conducted:

- Every car will race on each of the (3) lanes during the round.
- The times are recorded for all the races in each round.
- The (3) fastest cars, from each rank will advance to the **Pack 435 final round.**
- **The fastest cars from each rank in Pack 435, from either the rank rounds or the Final Round round, will advance to the Huron Trails District Race of Champions; Time @ Place TBA.** Information will be given when received.

Round 1: Tiger

Round 2: Wolf

Round 3: Bear

Round 4: Webelos

Final Round: The top (3) finalists from each of the first four rounds will compete in the final round.

Awards:

All racers will receive a Pinewood derby patch; in addition, the following will be awarded:

Medal

<u>Tiger</u>	<u>Wolf</u>	<u>Bear</u>	<u>Webelos</u>	<u>Overall Pack*</u>
1 st Place	1 st Place	1 st Place	1 st Place	1 st Place
2 nd Place	2 nd Place	2 nd Place	2 nd Place	2 nd Place
3 rd Place	3 rd Place	3 rd Place	3 rd Place	3 rd Place
				4 th Place

Certificate

Best Paint	Best Paint	Best Paint	Best Paint	Best Overall
Best Design	Best Design	Best Design	Best Design	Most Original

*Overall Pack race winners are awarded trophies.

Plaque

Best Design/Paint Overall
Most Original

A second track will be set up for the racers to use AFTER they have been eliminated from the heat races. These races will be just for fun. We ask that the parents of the scouts that have just finished racing either help out with watching over the basement track and the scouts using it.