



## Three Rivers District – 2017 Official Rules

As we enter into this fun and spirited scout competition it is important that we remember why we are here. We all want the best for our boys and we believe that the Aims & Methods of Scouting can help to provide exactly what it says it will: character development, citizenship training, and personal fitness. The methods by which the aims are achieved are important to us – such as the ideals spelled out in the Scout Oath and the Scout Law. Let's be sure to remember the Scout Oath and Scout Law as we help our boys through the process of the Pinewood Derby Race with all aspects from ideation to car building to racing and good sportsmanship.

**SCOUT OATH**

On my honor  
I will do my best

To do my duty  
to God and  
my country

and to obey  
the Scout Law;

To help other  
people at all times;

To keep myself  
physically strong,  
mentally awake,  
and morally straight.

CUB SCOUTS

**SCOUT LAW**

Trustworthy  
Loyal  
Helpful  
Friendly  
Courteous  
Kind  
Obedient  
Cheerful  
Thrifty  
Brave  
Clean  
Reverent

CUB SCOUTS

These are the official Green Mountain Council/Three Rivers District Pinewood Derby rules. These rules supersede any rules your Pack may have used, any pinewood derby website (other than the GMC Website) you may have read, as well as the rules/construction instructions found in the Pinewood Derby kits. All cubs participating in the District Pinewood Derby must adhere to these rules or they will not be allowed to participate in the event.





## How to Participate...

The District Pinewood Derby is open to all registered Scouts of the Three Rivers District of the Green Mountain Council who finished in the top three of their Cub Scouts Packs for each scout rank level (i.e. Tigers, Wolves, Bears, Webelos and Arrow of Light). *Alternates will not be allowed.*

**Dates, times and durations for registration, inspection and the race will be published on the Official Registration Form.**

### Qualification

- All Packs are required to register in advance of the race by submitting the names and ranks of the scouts to be in the race as noted on the official registration form. The form, along with pre-payment, shall be submitted to the Green Mountain Council Service Center no later than the published date. Registration is by Pack only, not by family. **Late registration and registration at the event will not be permitted.**
- Each Scout may enter one (1) car and must be present to be included in the competition. Family emergencies or religious holiday observation are the only exception to this rule.
- The car that races in the District Derby must be the same car raced the Pack Pinewood Derby.
- Each car must pass a Pre-Race Technical Inspection before it may compete.
  - Inspection occurs during registration and ends promptly 45 minutes prior to race time.
    - If a car does not pass inspection, the owner will be informed of the reason his car did not pass and will be allowed to modified and re-registered up until registration end.
- The race will begin promptly at published race time. Scouts must be present to race.





## The RULES...part 1

A Scout is **TRUSTWORTHY**.

A Scout tells the truth. He is honest, and he keeps his promises. People can depend on him.

**BASIC RULES:** On the pages following you will find further **IMPORTANT** details

# Pinewood Derby

## ♦ CAR SET-UP RULES ♦

1. Total width shall not exceed **2-3/4 inches**
2. Length shall not exceed **7 inches**.
3. Bottom of car to track clearance shall be no less than **3/8 inch**.
4. Weight shall not exceed **5 ounces**.
5. Axels, wheels, and the body shall be from the materials provided in the kit or purchased from either [scoutstuff.org](http://scoutstuff.org) or GMC Scout Store.
6. Wheels bearings, washers, and bushings are prohibited
7. Lubricating oil, liquid silicone, grease, or other liquid lubricant **MAY NOT be used**. Axles **MAY** be lubricated with powdered graphite.
8. The car shall not ride on any kind of spring.
9. The car must be free-wheeling, with no starting devices.

In order to race, **ALL** rules must be followed. Thank you!





## The RULES...in detail

A "SPECIAL" note on all Official BSA Grand Prix Pinewood Derby Kits and materials:

If you can buy it at the Green Mountain Council Service Center or at [scoutstuff.org](http://scoutstuff.org) – it can be used in the construction of your race car!

**Inspection Procedure** – begins and ends at the published time.

- Weight check using District electronic scale will be conducted.
- Size check using District Dimension Box will be conducted.
- Wheels measured for compliance and allowed tolerance.
- Lubricant checks will be conducted.
- Loose materials on cars will be removed.

### Pinewood Car Specifications

- Materials:
  - Race cars shall be constructed for this event from the parts contained in the Official BSA Grand Prix Pinewood Derby Kit only (referred to below as the kit) as sold by the Green Mountain Council Scout Store or through the [scoutstuff.org](http://scoutstuff.org) web site. Materials from the kit may be supplemented or replaced as noted in the "SPECIAL" note above. Cars made from other kits or materials will be disqualified.
- Weights and Attachment:
  - Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws. Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, non-sticky, non-liquid etc. Please note that the weight of a car may be different from scale to scale. *NOTE:* Humidity and heat does cause the weight of your car to vary. Please do not argue weight based on what your car may have weighed at your Pack Race or on another scale.
- Lubricants:
  - Only dry, fine ground powdered graphite is permitted. Graphite with any type of additive(s) is prohibited. Cars may only be lubricated prior to or during inspection and not afterwards or during the race. Oil, grease, silicon spar or any other lubricating products or compounds are not permitted.



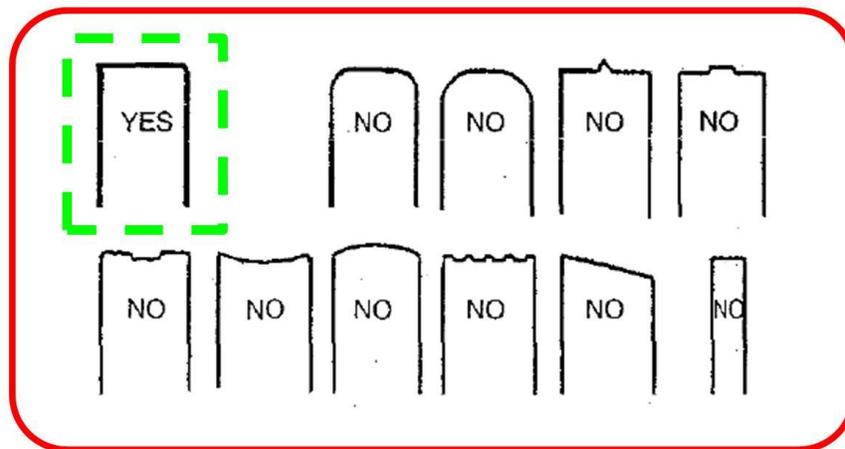


## The RULES...in detail (continued)

- Wheels:
  - Aftermarket wheels that are not in accordance with the "Materials" specification or the "SPECIAL" note are not allowed.
  - Wheel treatment (hub and tread smoothing and polishing) may consist of smoothing or de-burring, but not the removal of substantial material from approved components. The car shall not ride on springs. The original "tread marks" on the face of the wheel must remain intact, i.e. apparent to the inspector.
  - Wheel surface must remain flat and even with the track. Wheels may not be concave or convex, nor have any ridges, or grooves. Wheels & axles may not be angled or canted – axels must be parallel to the track (CLARIFICATION – all wheels should touch the track. Judges will determine if car meets this specification. If a car's axels are using drilled holes, and the wheels do not touch by placing twelve quarters on top of car, the car may be rejected.)
  - **CLARIFICATION – all wheels should touch the track. If a car's wheels do not touch by placing twelve quarters on top of car, the car may be rejected.**

## WHEEL PROFILE EXAMPLES

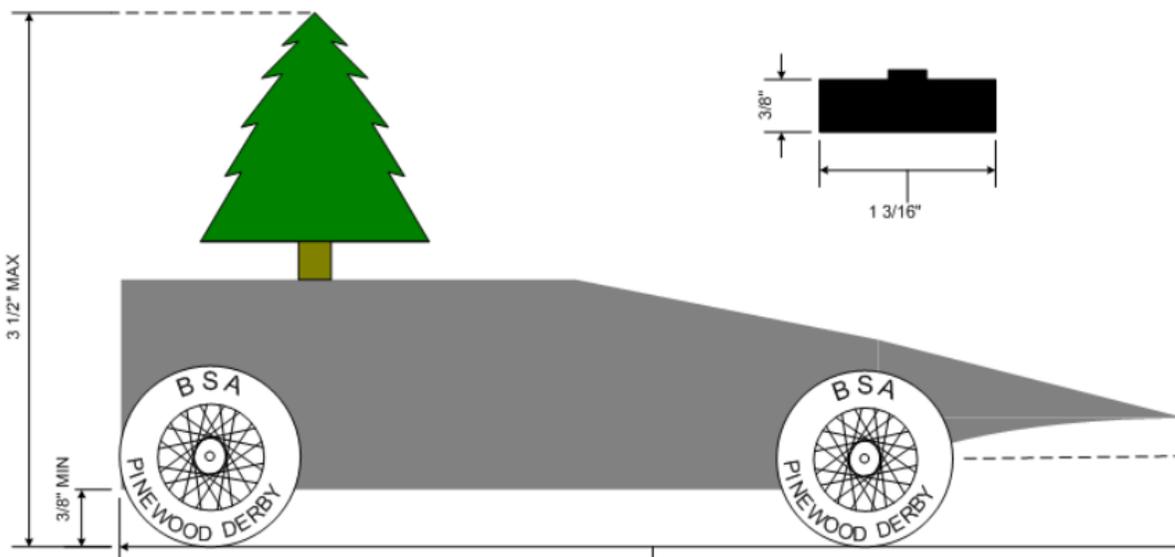
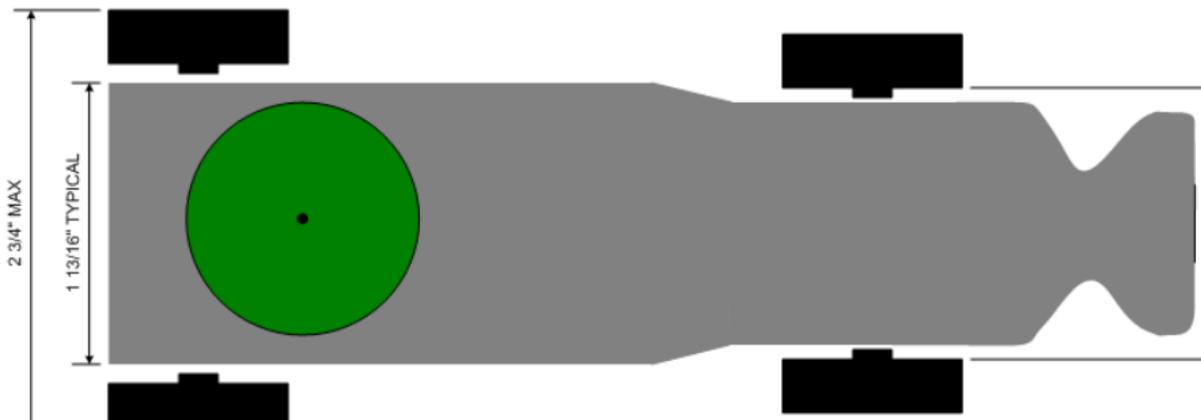
What is and is not acceptable when preparing your Pinewood Derby Car wheels for the race? The graphic shown below demonstrates the correct shape for your wheels to use when coming in contact with the track – **flat and squared off at the edges.**





## The RULES...in detail (continued)

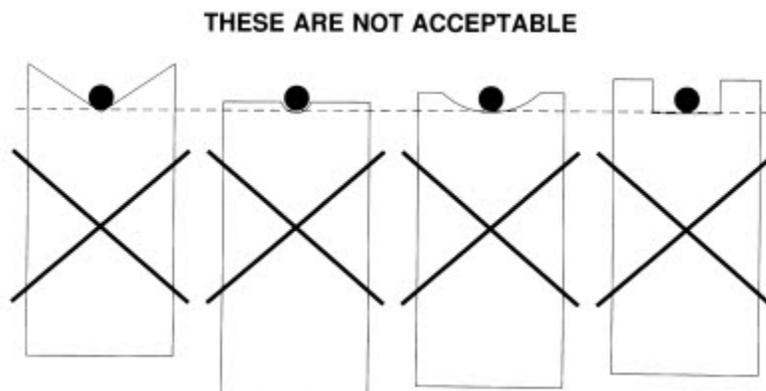
- Axles:
  - Axles may be sanded, polished or smoothed. The axle nails shall be firmly affixed to the wood of the car body.
  - If an axle slot is not straight, is broken, defective, or otherwise not usable as determined by the car builder, a new one may be cut or drilled. It is also acceptable to drill a new slot or axel holes with a jig.
- Size:
  - Some graphical clarification of the “Basic” rules on the max width and height.





## The RULES...in detail (continued)

- Shapes:
  - The Pinewood Derby track starting gate has wooden dowels that protrude up from each lane to hold the cars in place at the top of the track prior to each race. These dowels are represented by the black circles in the diagram below. Cars must be designed so that no part of the car is forward of the wooden dowels. Notches or curves in the front of the cars must be avoided if they will cause part of the car to be forward of the starting line while the car is in the resting position before the race. See diagrams below for the correct and incorrect positioning of the cars.
  - Cars shall not be shaped to provide an unfair advantage at the starting gate, including a steep upward slope in front of the front axles. It also may not have a groove or cut out that allows it to begin rolling before the pin has fully dropped.





## The RULES...in detail (continued)

### Racing Procedures

- The District will conduct the race on 2 tracks.
- Prior to each heat, car numbers and lane assignments will be announced verbally or via electronic projection. In addition, the tracks may be displayed on video screens.
- Entries experiencing a mechanical failure will be allowed to re-race if it can be repaired during the same heat. It will count as a heat loss if it cannot be repaired prior to the beginning of the next heat. All repairs of this type must be done with a member of "The Pit Crew" observing and certifying as to its race-ability.
- In the event that all cars don't reach the finish line, the one that goes the furthest is declared the winner.
- All rulings by "The Pit Crew" are FINAL.

### Discipline/Controversies

- Scouts, parents, and family members are expected to conduct their behavior according to Scouting's principals.
- The Race Chairperson will, in an isolated area, handle all controversies. Decisions will be final and not subject to discussion during the event.
- Arguing with race officials and making a scene will not be tolerated and is grounds for disqualification. The Scout and his family will be asked to leave. This is a volunteer run activity and that the purpose is for everyone to have fun.

## REMEMBER...

### A Scout is **Courteous**.

A Scout is polite to everyone regardless of age or position. He knows that using good manners makes it easier for people to get along.

### A Scout is **Kind**.

A Scout knows there is strength in being gentle. He treats others as he wants to be treated. Without good reason, he does not harm or kill any living thing.

### A Scout is **Obedient**.

A Scout follows the rules of his family, school, and troop. He obeys the laws of his community and country. If he thinks these rules and laws are unfair, he tries to have them changed in an orderly manner rather than disobeying them.

