

2018 Long Trail District Pinewood Derby



- RULES & GENERAL INFORMATION -

2018's Long Trail District Pinewood Derby will be held Saturday April 7th in the gymnasium of the Spaulding High School in Barre, VT. Registration starts at 10:00 am and racing at 11:30 am.

These will be the only rules for the Long Trail District Pinewood Derby, do not use any other rules found anywhere, as they will not apply to this event. It is recommended that these rules be handed out when the Cub Scouts get their cars.

You can find this Rule & Registration form online at our Council's website; <http://www.scoutingvermont.org/LongTrail> and can be picked up at the local Scout Office or the District Executive will also have copies of the current rules. More information can be found on the BSA's official website for the Pinewood Derbies <http://www.pinewoodderby.org>.

This Pinewood Derby is open to ALL Cub Scouts in the Long Trail District!

This activity allows each Cub Scout to build a Pinewood Derby car each year with the assistance and guidance of an adult. The Cub Scout is encouraged to do as much of the design and craftsmanship himself with minimal help from adult supervision. The Cub Scout should learn about completing a project, as well as fair and honest sportsmanship in competition.

It is critical that Cub Scouts compete against only Cub Scouts, and not enthusiastic adults. All adult leaders and relatives of the Cub Scout are encouraged to build a car of their own and enter in the "Open Class" category if they want to participate. The "Open Class" rules for the cars are the same criteria used for the Cubs. Your car must meet the requirements outlined in the Specifications section to be eligible to race in the competition.

Each car will be brought in by its Cub Scout, cars without their Scouts are not allowed. Each car must be submitted for a Pinewood Derby Inspection to be eligible to race. The racing will start with the younger Dens.

The inspection will determine if your car complies with the following regulations and the Cub Scout will be informed before the race if there are any circumstances that would prevent the car from racing. An opportunity will be provided for the car to be modified by the Scout and his Akela to be in compliance if needed.

Any questions please contact Bob Lamb @ 802-477-3593.

- Thank you for your participation and we look forward to a great event! -

- SPECIFICATIONS & RULES -

1. For lack of confusion between Pack-level and District level Derbies – and to encourage more Scouts to participate – each car must be accompanied by its Scout on race day.

Cars without their Scouts will not be allowed to race.
2. Any car found not to be within any of the following specifications or regulations may be disqualified at any time during the time of inspection, post inspection or at anytime during race day.
3. Cars are to be built new for this year's Derby!

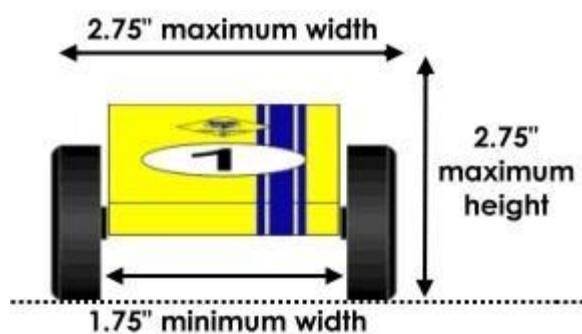
Cars and/or car parts, tires and axles raced in previous District Pinewood Derbies are not allowed in this year's race.

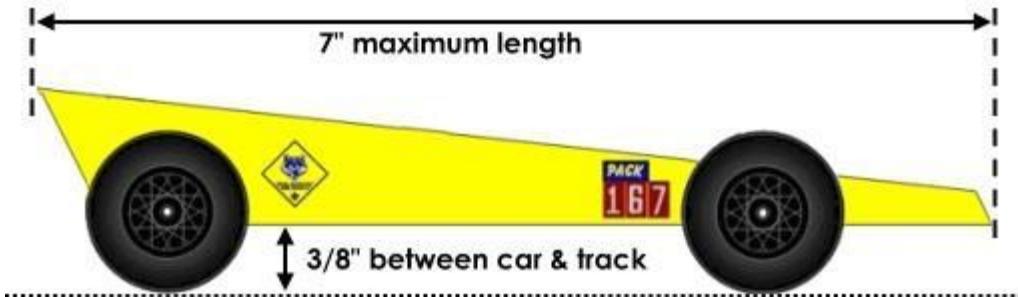


Cars are to be built from the Official BSA Pinewood Derby Kit using the wooden body, tires and axles provided in the kit. Only Official B.S.A. Derby Car Parts found in the Council Scout Shop or at the BSA online store <http://www.scoutstuff.org/bsasupply> can be used on the cars. Yes, this means the new fun colored wheels can be used. Do not use Pine Pro, Grand Prix or any other brand cars or parts as these are not Official BSA cars or parts.

If weights, details, figures, car enhancements, decals and other items that are added to the car they must be securely attached – to not fall off during races – and must not exceed the maximum weight, length, width or other limitations.

4. Cars must be marked on the bottom with the following information in permanent marker; Scout's name, car name, Scout's rank and Pack number, and the current year.
5. **Car specifications;**
 - Overall length shall not exceed 7.00 inches
 - Overall width shall not exceed 2.75 inches
 - Overall height shall not exceed 2.75 inches • Ground clearance must be at least 3/8 of an inch
 - Weight shall not exceed 5.00 ounces • Also, decorative parts and weights are not to exceed the specified dimensions or fall off during races.





6. **Cars shall not ride on any type of spring or suspension system.**
7. Cars must be freewheeling with no start or launch devices. Wheel bearings, washers, covers, bushings and similar devices are strictly prohibited.
8. The front of the car must have a flat area to accommodate the starting gate. The starting gates are roughly 3/8" dowels and a car with a pointed front tends to slip off the dowel. If the car has this problem it can be run down the track backwards.
9. Tires cannot be wafered, beveled, ridged, cowled, drilled or altered in any way. Burrs that are present on the tires upon opening the kit may be removed as long as it does not alter the contour, weight or diameter of the tire or axle hole. Hubs cannot be coned, altered or coated.
Only the axles provided within the kit are allowed. Axles may be deburred and polished only. No contouring, grooving or reduction of axle diameter will be permitted. Axles may be lubricated with powdered graphite only. Any other form of lubricant, liquid, patch, disk or otherwise, will be cause to disqualify the car immediately upon discovery of the violation. Cars may be checked with a fluid detection light for illegal lubricant.
Powdered graphite must be applied before the time of inspection and submitting to the Derby Race Official. The car cannot be re-lubricated at any time on race day.
Cars passing inspection will not be returned until the race is completed. Wheels and axles cannot be coated, lubricated or embedded with anything, other than powdered graphite.
10. Elevated or protruding devices designed to gain an unfair starting or finishing advantage will not be permitted.
11. Any car not passing these limits must be adjusted by the owner and re-inspected before it is allowed to race.

12. All cars will be weighed on calibrated scales and must not exceed the 5 ounce weight limit. Only the car's Scout and his Akela can do the weight adjustments necessary for re-inspection.

13. At the time of inspection, any car deemed by the officials to have an unfair advantage described or not described in any of the rules will be returned to the owner that may adjust the car in order to be re-inspected.

14. If a car is suspected to be out of compliance with these set rules, the car may be taken apart for further inspection, ONLY AFTER gaining the owner's permission. Every attempt will be made to give him the opportunity to come into compliance.

On race day after final inspection and registration of each car, the cars will be moved to a secure area that will be off limits to any participants. Scouts that go into that area and handle the cars will be will not be allowed to race.

15. Cars that flip off their track and interfere with that heat 3 times are disqualified.

16. Decisions by the Derby Officials on race day are final.

- DAY OF THE RACE -

- .• Scouts with uniforms must wear them.
- .• Trophy winners must be present at ceremony or forfeit their prize.
- .• Cars will be raced by rank; Lions, Tigers, Wolves, Bears and Webelos. Winners in each division will receive a trophy and the top three will move on to the District Finals. All trophy winners for their division must be present for the District Final Races. Scouts – regardless of division placement – will receive a patch for their participation!
- .• Cars will be run on a track with an electronic finish line that will determine the winner and time of each race. Race officials will judge the finish line or rerun a heat if any malfunctions should occur.
- .• Cars will be run according to Super Timer II requirements.



- .• Cars will be weighed on calibrated scales.
- .• Cars leaving their lane or otherwise causing interference with another car(s) will require the race to be run again. Regardless of the placement (i.e. 1st, 2nd, 3rd or dead last) of the offending car, the race will be rerun, this way there is no discrepancy on any of the cars creating obstructions or interference. If any car should cause a race to be rerun 3 times, that car shall be removed from that race. However, it may be run in other heats. **WARNING:** Cars weighted totally in the back or front may not stay on the track.
- .• Cars losing parts may run without those parts if it is able to do so without causing damage to other cars or track. Said parts can not be reattached, and will be returned to the car's owner after the conclusion of the race – **THIS INCLUDES WHEELS!** Please make sure parts are secure before bringing them to be registered and inspected.
- .• Only race officials are allowed to handle the cars on race day - this is due to the possibility of cars being dropped, accidentally altered or had pieces broken off. It is understandable that the boys are excited; however it would be best for the cars to be in a safe area and have a fair opportunity to be in top condition.
- .• Repairs will not be allowed to any car on post inspection on race day unless it was damaged by an interfering car or mishandling.
- .• Only race officials will be allowed in the race arena.
- .• Cars not reaching the finish line will be scored according to the car going the farthest as the winner over the car going the next farthest.

- BEFORE RACE DAY -

Please look for and use the Registration Form and Rules in your emails and at:
<http://www.scoutingvermont.org/LongTrail>

See the SPECIFICATIONS section in order to make sure your Scouts' entries qualify.

- .• The Pinewood Derbies are about fun and participation! On that note and different from previous years; cars arriving without their Scouts will not be allowed to race, and all inspections will be done on race day.

- The Cubmaster or Committee Chairperson should notify the person in charge of the Long Trail District Pinewood Derby by March 24th how many youth are possible / considering entering the District Race from their unit.
- If the Cubmaster can ask for a "show of hands" or general quick response to how many Scouts would like to be in District Derby then please let the contact people know how many as soon as they can – that will help too.
- Registration is allowed the day of the race. Please do come early for that; registration starts at 10 am and races start at 11:30 pm – please be patient, many cars will need to be inspected!
- It is strongly encouraged that each car be given a unique nickname. Use the Registration form to list each participant and their rank and Car Name.
- Cars must be marked on the bottom with a permanent marker with the following information; Scout's name, the car's name, rank, Pack number and current year.

Pack Leaders: please make sure these above pages are available to Scouts and their Akelas to refer to as needed.

