

2008 Pinewood Derby Pack 393 Information



Workshop/Practice (Saturday, January 5, 2007 10:00 AM. to 12:00 P.M. in the cafeteria)
Get pointers on making your Pinewood Derby car, weigh your car and parts on the official scale, or test your newly built car on the track.

THE RACE (Saturday, January 12, 2007)

Weigh-in from 11:00 a.m. to 12:30 p.m. Races Start at 1:00 p.m.

The cafeteria opens at 9:30 A.M. and shortly thereafter a "pit area" will be set up for finishing cars in time for weigh in. Once your car has been officially weighed and checked in, it will be placed on the staging table, and no further modifications will be allowed.

Each car will race in 4 heats, once in each lane. Our track system measures each car's race time and averages the 4 heats to determine the fastest cars.

NEW RULE: If a car fails to complete a heat due to a technical problem (stuck wheel, wheel falls off, weight rubbing wheel or track, etc.), the owner will be allowed to make repairs if possible in order to help the car finish its remaining heats. The car will need to be ready and re-weighed in time for its next heat.

AWARDS

Trophies for first, second, and third places will be awarded by rank to the fastest average time in Tigers, Wolves, Bears, Webelos I, and Webelos II. The car with the overall fastest average time will receive the Fastest Car Trophy.

Awards will also be given for the three best looking cars in each rank for Tigers, Wolves, Bears, Webelos I, and Webelos II. Between 12:30 and 1:00 p.m. each scout will vote on cars in each rank.

All Awards will be presented at the "Blue and Gold Banquet".

OPEN DIVISION

After the official scout races are completed, there will be an Open Division competition for other racers. This will be open to Dads, Moms, Siblings, Friends, current or past Scouts, etc. Entry fee will be \$5 per car. The fastest Scout car from each Scout Rank will automatically be entered into the Open Division free of charge. Other Scouts may enter their current car or a previous year's car into the Open Division for the \$5 fee. Cars entered into the Open Division must follow the same design rules as for the Scout race as explained on the next page.

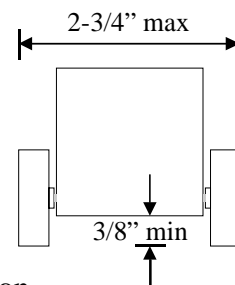
This is a good opportunity to recruit your friends to join scouting. Invite them to build a car for the Open Division so they can see how much we have in our Pack.

CAR RULES AND PROCEDURES

- Each car must be registered and weighed in between 11:00 a.m. and 12:30 p.m. No work will be allowed on the car once it has been registered and officially weighed. The only exception will be for a disabled car as explained in the NEW RULE above.
- A **new car** is required for the official Scout race. Cars from previous years' races may **only** be entered in the Open Division.
- The car that a Scout enters into the official Scout race should be built by the Scout and his Adult Guide. Design kits or guides may be purchased from Hobby Shops or the Internet, but pre-finished cars should **not** be purchased. **A Scout is Honorable.**
- Each car will race in 4 heats measured by the lane timer and the computer. Each car will run once in each lane. The computer will average each car's 4 heat times to determine the fastest cars.
- Cars that jump off the track or interfere with another car during a heat will be given one chance to re-run the heat.

CAR DESIGN

- Maximum Width: **2-3/4"** Maximum Length: **7-3/8"** - **NO EXCEPTIONS!**
- **3/8"** minimum clearance required under the car to clear the lane guide.
- Weight **less than or equal to 5.00 ounces** - **NO EXCEPTIONS!**
- You **must** use **body, wheels, and 4 axles** from an Official Cub Scout Derby kit (see photo above).
- The car may be carved and decorated in any way as long as the dimensions and other rules are followed. Creativity will attract votes in the best-looking competition.
- The wheelbase (length from front to back wheels) may be altered, if desired. You are not required to install the wheels in the pre-cut grooves on the block, but the maximum length listed above must not be exceeded by **ANY** part of the car.
- No part of the car may extend past the starting peg when the car is staged on the track.
- Wheels and axles can be sanded & polished smooth to correct defects and optimize roundness. Wheels should **NOT** be lathed or machined so that their shape or appearance is significantly altered.
- **No** wheel bearings, washers, or axle lubricating oil can be used. Use only dry graphite or dry white teflon for axle lubrication.
- All cars must pass inspection. Cars not meeting these rules will be ineligible to race or receive awards! **The decision of the judges will be final.**
- No loose materials allowed in car or inadequately attached to the car.
- Scouts must be present to race their cars; exceptions may be made through your den leader. Scouts must have own weights. We will have some weights available for purchase.



TIPS

- Not all tips that you read on the Internet are good ideas. Some tips may look good on paper, but may not actually help your car. Use your judgment.
- Above all else, the two most important factors that will affect your car's performance are the wheels and the weight: **Make sure the wheels are on straight. Try to get your weight close to 5 ounces.**
- If you attach weights to the **bottom** of your car, **you need to rout or carve out a recessed space** for the weight to fit into. If you don't, **the weight will rub the lane guide on the track** and your car will roll slowly or not at all. We have a car or two with this problem every year, and it is difficult to correct on race day. This is a good reason to try to have your car built for the practice day.
- The Adult Guide should encourage the Scout to have as much input on the design and building of his car as possible, given the Scout's age and skill level. Assist the Scout as needed to ensure a safe learning experience.
- **HAVE FUN!**