

PINEWOOD DERBY 2012



**HOPKINTON CUB SCOUT
PACK 26
SATURDAY, JANUARY 21, 2012
at**

THE HOPKINS SCHOOL CAFETORIUM

(Registration January 20, 2012)

at

THE ELMWOOD SCHOOL CAFETORIUM

Car Registration and Qualification – 1/20

***Please try to come during the assigned time per rank to keep the registration process as smooth as possible**

Tiger 6:30 pm – 7:00 pm

Wolf 7:00pm – 7:30pm

Bear 7:30pm – 8:00pm

Webelos 8:00pm – 8:30pm

Racing – all cubs, siblings, and guests – 1/21

10:00 am - 12:00 pm

Awards Presentation

12:30 pm - 1:00 pm

Please RSVP to EVITE if you plan to attend

- *Cars were provided to all scouts at the holiday party in December.*
- *Trophies will be awarded to:*
 - *First, Second, and Third place Tigers*
 - *First, Second, and Third place Cubs (all other ranks)*
 - *First, Second, and Third place siblings and guests*
- *Cars will also be judged and prizes awarded for the following categories:*
 - *Best Paint Job*
 - *Most Patriotic*
 - *Cub Scout-iest*
 - *Fastest Looking*
 - *Most Unique*
 - *Best Carving*
 - *Funniest*
- *Pizza/drinks will be available*
- *If you have any questions or would like to help, contact your Den Leader*

Door Admission: Toiletries for Project Just Because

PINEWOOD DERBY INFORMATION

The Pinewood Derby has been one of the most important events in the Pack's as well as the District's yearly activities. The rules below are aimed at giving each boy a fair chance to win. Let us not forget that two of the main goals of the race are to have FUN and to provide a project a boy and his parent or guardian can work on together. Everyone will get something for participating in the event.

CONSTRUCTION TIPS

1. If your design calls for cutting away much of the block, use a saw first, then a jackknife or other tool.
2. Remove burrs on the nail axles with sandpaper or emery cloth. Make it easy by fitting axle points into an electric drill and holding sandpaper or emery cloth against axle while it is rotating in the drill.
3. Paint the body parts before assembling them to avoid getting paint on axles and wheels.
4. Sand the mold seams on the wheels and make them perfectly smooth.
5. It is recommended that the center of the nose of the car be broad enough to avoid slipping under the starting plate.
6. Weight should be added to the body to bring the total weight up to 5 ounces. Fishing sinkers and/or solder shot is recommended.
7. To ensure clearance over the guide strip the minimum inside clearance between the wheels must be greater than 1-3/4 inches and the car must be a minimum of 3/8 inches from the bottom of the body to the bottom of the wheels.
8. Carefully apply glue to axles in wood block slots, to anchor the axle pins.
9. Should an adjustment need to be made to the car before it is officially registered, only the boy may make the adjustments.

Note: A repair table with tools, extra wheels, weights, glue and fasteners, etc. will be provided. If repair is necessary, a 5 minute break is allowed for repair without penalty. Additional lubrication will not be allowed.

TRI RIVER DISTRICT

Official Pinewood Derby Rules

2012

Length, Width & Clearance

- 1) Overall width of car shall not exceed $2\frac{3}{4}$ inches.
- 2) Length of car shall not exceed 7 inches.
- 3) Minimum width between wheels shall be $1\frac{1}{4}$ inches so that the wheels can clear the center guide strip.
- 4) Minimum distance between the bottom of the car and the bottom of the wheels shall be $\frac{3}{8}$ inch so that the car will clear the center guide strip.
- 5) The axles must be placed in the slots provided in the wood blocks. This provides a wheelbase (axle to axle distance) of $4\frac{1}{4}$ inches.

Weight

- 1) Weight of the car shall not exceed 5 ounces (141.75 grams).
The reading of the Official Race Scale will be considered final.
- 2) The car may be hollowed out and built up to a maximum weight by the addition of solid and semi-solid materials. Mercury must not be used for adding weight; it is a serious health hazard.
- 3) All added weights shall be firmly affixed to the car. Any weight which falls off after the car has been inspected may not be replaced.

Wheels & Axles

- 1) No shaved wheels may be used. The width of the wheel that touches the track must be at least $\frac{1}{4}$ inch wide and flat.
Wheels may be lightly sanded to remove the mold projection on the tread. This light sanding is the only wheel modification allowed. Beveling, tapering, thin sanding, wafering or **lathe turning of the wheels is prohibited.**
- 2) The axle pins supplied with the kit must be used.
- 3) Weighted wheels, wheel bushings and washers are prohibited.
- 4) The car may not ride on any kind of springs.
- 5) The car must be free-wheeling with no starting device or other propulsion.
- 6) Axles may be polished.

Appearance

- 1) The center of the front-end of the vehicle may not be set back from the sides of the front. In other words, concave front-ends (to gain advantage on the start) are disallowed.
- 2) Details such as steering wheel, driver, spoilers, decals, painting and interior are permissible, as long as these items do not cause the car to violate any other rule.
- 3) No loose materials of any kind are permitted in or on the car.
- 4) Cars with exposed wet or tacky paint, glue or other substance will not be accepted for registration.
- 5) A car number will be placed on the front of the car during the registration process. The Scout will be asked to identify the front-end of the car at that time. Be sure to allow a location for this sticker.

Lubrication

- 1) Only powdered graphite may be used. Regular oils and silicone sprays may soften the plastic wheels.
- 2) Cars must be lubricated prior to registration. Once the car has been registered, no further lubrication will be permitted. You must supply your own lubricant; none will be provided by the District.

Inspection & Disputes

- 1) Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars which do not meet these rules. Car owners will be advised as to the infractions and be given reasonable opportunity to modify the car to meet the rules.
- 2) No cars may be inspected or registered once the first race has been run, including those cars which previously failed inspection.
- 3) Any participant (including a parent of the participant) has the right to appeal to the Race Committee for an interpretation of these rules. The decision of the Race Chairperson will be final.
- 4) Ungentlemanly, unsportsmanlike, or un-Scoutlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the Race Area.

Pit Rules (Repairs)

- 1) If a car suffers a mechanical problem involving the wheels or axles only, and a repair can be accomplished in a reasonable time, the heat will be delayed until the car is ready or until all other heats in the round have been run, whichever comes first. If the car is not available by the end of the round, it forfeits the heat.
- 2) After races begin, any emergency repairs must be done in the designated Pit Area by the Scout only; Parents may supervise, but not assist (exception: Tiger parents may help their Tiger Cub). No lubrication is allowed at this time.
- 3) Only emergency repairs which are required for the operation of the car may be performed once the car is checked in. Other repairs, such as those required to restore a loose part or weight, are not permitted.

Ground Rules

- 1) **Only the Official Cub Scout Grand Prix Derby Car kits** may be used. The Pack supplies each Scout with a single kit.
- 2) Specifications on the Grand Prix Derby plan supplied with the car will apply.
- 3) A car may be raced only one year.
- 4) If a car jumps off a track, it will automatically lose the heat.
- 5) If the car leaves its lane and interferes with another car, it will automatically lose the heat and the heat will be run again for the other cars.
- 6) An unauthorized Cub or parent found inside of the Restricted Race Area will cause the participant's car to be immediately disqualified from all competition.