



2011 Pinewood Derby General Information

WHERE: Longmont Estates Elementary

WHEN: Friday, February 11th, 2011: Registration: Judging 6:30 p.m. – 8:30 p.m.

Saturday, February 12th, 2011: Race Day: 8:55 a.m. – 3:30 p.m.

RACE CLASSES: There are three race classes to compete in as defined below. The different classes allow the cub scouts to focus on their respective cars while allowing adult helpers and others to build and race a car of their own. See the official rules for details.

Scout: This race is for **Cub Scouts only**. Scouts may only compete with a car made from an official derby kit from Boy Scouts of America (Official Grand Prix Pinewood Derby Car Kit, catalog #17006). Only official Replacement Wheels and Axle kits are allowed (BSA catalog #17007). **NO SUBSTITUTIONS**. Only one entry per Cub Scout. **ALL entries must be built after September 1, 2010.**

Open: This race is open to parents, siblings, relatives or guardians. Racers may only compete with an official derby kit car from Boy Scouts of America (Official Grand Prix Pinewood Derby Car Kit, catalog #17006). Only official Replacement Wheels and Axle kits are allowed (BSA catalog #17007). **NO SUBSTITUTIONS**. **Cub Scouts are not eligible to enter the Open Class.**

Super Modified: This race is open to parents, siblings, relatives or guardians. Original designs are encouraged in this class which has few restrictions. **Cub Scouts are not eligible to enter the Super-Modified Class.**

CRAFTSMANSHIP: Cub Scout cars will be judged for appearance and originality. A handicap will be assigned to each car (*Scouts only*) based on the judge's determination of the amount of help the scout received to complete construction of the car.

DERBY DINER: Coffee, juice, hot dogs, chips, soft drinks, candy bars and other snack items will be sold during the races.

RACE FORMAT: All scouts will race by den. The top 2 finishers of the den competitions qualify to race in the Pack Championship.

AWARDS:

- 1 Participation patches to all scout entrants.
- 2 Participation ribbon to all scout entrants.
- 3 Den/Girl Scout/Open/Super-modified Craftsmanship Medals- 1st, 2nd, and 3rd.
- 4 Den/Girl Scout Race Medals- 1st, 2nd, and 3rd.
- 5 Open & Super-modified Race Medals- 1st, 2nd, and 3rd.
- 6 Pack Championship Craftsmanship Trophies- 1st, 2nd, and 3rd (*Scouts only*).
- 7 Pack Championship Race Trophies- 1st, 2nd, 3rd, 4th, 5th and 6th (*Scouts only*).

DISTRICT COMPETITION: Up to 8 cars will be entered in the district competition as defined below.

Race Winners

A maximum of five cars, three from Cub Scout racing divisions, one from the Tiger Cub race division and one from the Open Class division.

Show Car (Craftsmanship) Entries

A maximum of three cars, two from Cub Scouts (top 2 Cub Scout finishers from the Pack Craftsmanship competition) and one from the Open Class.

Note: Tiger Cubs and Super-modified are not eligible for Craftsmanship competition at districts.

*****Cars qualifying for the district competition will NOT be returned at the end of the Pack Finals. The pinewood derby committee chairman will hold these cars until the district competition.**

If you have any questions regarding the 2011 Pinewood Derby, please contact:

Lloyd Lawson
2011 Pinewood Derby Chairman
clawsonpt58@msn.com
303-684-0002

Registration Day

Friday, February 11th, 2011

- 1 Official registration, weigh-in and inspection for competition will take place on Friday, beginning at 6:30 PM and ending at 8:30 PM. Race officials will keep all cars overnight. Any car removed from the race site after completing weigh-in and inspection must be re-qualified prior to the competition.
- 2 Competition for craftsmanship awards is open to all entries. Judging will commence after registration closes at 8:30 PM. **Cars entered in the open and super-modified classes are not eligible for the Pack Championship Craftsmanship Awards. All judges' decisions are final.**
- 3 All cars will be stored in a secure location overnight by race officials. **Cars will not be available for handling on race day.**

Race Day

Saturday, February 12th, 2011

- 1 Late race entries will be accepted on Saturday morning, between 8:30 and 8:45 AM. **Note: Late entries will not be eligible to participate in the craftsmanship judging.**
- 2 Den races are scheduled to begin at 10:00 AM. Den races will be grouped by division (Tiger, Wolf, Bear, Webelos I, Webelos II). The specific division and den race order will be determined by the Pinewood Derby Committee. While every attempt will be made to maintain the posted schedule, you should plan to be at the track 30 minutes before your den is scheduled to race.
- 3 Races for the open and super-modified classes will begin upon completion of the scout portion of the derby.
- 4 The full race day schedule will be posted on the website: www.longmontpack166.org

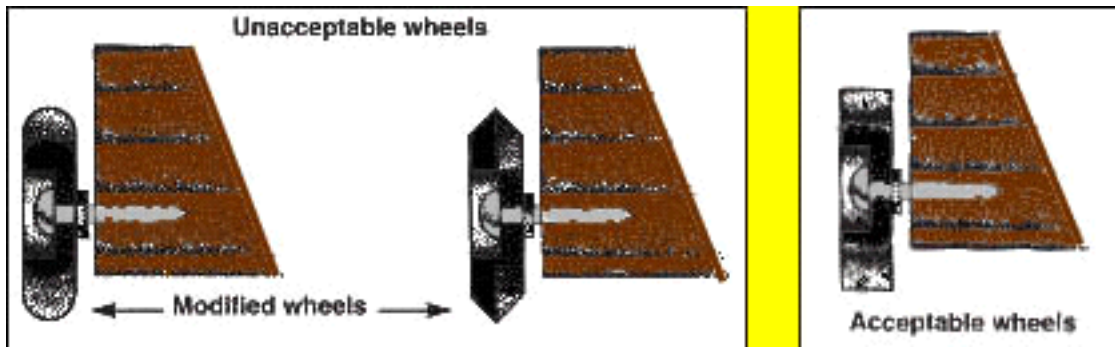
2011 Pinewood Derby Rules

“Scout and Open Class”

1. Cars must be built according to the specifications that come with the Pinewood Derby Car Kit and these rules. Each car must pass an inspection by race officials before it may compete. **Cars that do not meet the following rules and requirements will be disqualified by race officials.**
2. **Construction:** Boy Scout of America Official Grand Prix Pinewood Derby Car Kit (catalog #17006) must be used. Only official Replacement Wheels and Axle kits are allowed (BSA catalog #17007.) **Use of other kits and/or replacement parts (namely wheels and axles) such as those advertised in various magazines or sold in hobby stores (ex. ‘Pinocar’) will be disqualified from both the race and craftsmanship competitions.** In general the use of unofficial parts for the purpose of increased performance and/or improvement of the car are not allowed. See item #9 below for information on detailing.
3. Only cars built after September 1, 2010 are qualified to race and compete in the Scout portion of the 2010 competition. Cars built previous to September 1, 2010 can be entered in the Open Class.
4. **Cars are to be built by the scouts with limited parental/adult supervision.** Scouts are encouraged to do most of the work, including painting of the car. Parents and other adults are encouraged to supervise and teach. Setting the weight of the car and attaching the wheels can be done with the assistance of a parent or other adult due to the risk of damaging the car. Parents, other adult advisors and siblings are encouraged to design and build a car of their own to race in the open class. It is impossible for the race officials to judge who has done the work on the cars. We can only trust the honesty and integrity of the scout, the parent and/or other adult advisors.
5. Car Size:
 - a. Width shall not exceed 2 ¾ inches
 - b. Length shall not exceed 7 inches
 - c. Height shall not exceed 4 inches
 - d. Minimum Car Clearance is 3/8 inch
 - e. Weight shall not exceed 5.00 ounces (141.75 grams)
 - f. Minimum width between wheels 1 ¾”
6. A car may be hollowed out and built up to maximum weight by adding solid material such as wood or metal provided it is securely built into and attached to the body of the car. No loose material of any kind will be permitted in or on the car. Caution: weights mounted to the bottom of the car could reduce clearance and cause

interference between the car and track. Adjustments to car weight after official weigh-in are prohibited and will result in disqualification.

7. Wheel bearings, washers, and/or bushings of any kind are prohibited. Use of wheel bearings, washers, and/or bushings will result in disqualification.
8. Springs of any kind are prohibited. Use of springs will result in disqualification.
9. Detailing such as steering wheels, driver, decals, paintings, etc. are permitted as long as those details do not exceed the size specifications outlined in item 5.
10. The car shall be free wheeling with no starting device. Cars with starting devices will be disqualified.
11. **WHEELS:** The seam in the center and other protrusions on the wheel may be removed so that the wheel is reasonably flat. **The ridges on the outside of the wheel must be visible.** Milling, turning of the wheels and/or other rounding, beveling or alteration of the wheel is prohibited. Addition of 'trim' to the wheels is also prohibited. Inspectors will measure thickness to determine if any turning has been performed. Any alteration to the wheels as described here in will result in disqualification. See figure below.



WHEELS: Camber must be adjusted so that the wheels ride flat on the track. **All 4 wheels must touch the track.** At inspection, cars will be rolled back and forth on a flat surface to see that rotation of all four wheels can be achieved.

12. **AXLE:** Axle spacing shall be per the preset grooves in the block of wood provided with the derby car kit. The axles are to be placed in the preset grooves of the block of wood provided in the derby car kit. Axles may be polished. Plating is prohibited. Axles may not be modified with grooves to allow for additional graphite. No grooves in the axles are allowed. Any alteration to the axles as described here in will result in disqualification.

AXLE: All 4 axles must be glued into their respective grooves in the wood block.

13. **LUBRICATION:** Only dry graphite or teflon shall be used as a lubricant. Use of

other types of lubrication will result in the disqualification of the car. Lubrication of a car during the race is prohibited. Cars lubricated during the race will be disqualified. All cars shall be lubricated prior to official weigh-in and inspection.

14. **Front Edge:** The front edge of the car must rest against the starting peg on the track so that the entire car is behind the peg. Judges reserve the right to modify car front ends to ensure fair starting (example: 'V' shaped front ends are not allowed).

15. **Car Repair During the Race:** If car repairs are required during the race the scout and parent or other adult advisor will be allowed to make repairs. All cars that are repaired during the race shall be re-weighed. Adding additional weight or pieces that were not on the car when originally registered is prohibited and will result in disqualification. Re-lubrication of a car is not considered to be a repair and is also prohibited and will result in disqualification. If the car is damaged during the running of a race the car owner will have five minutes of repair time. The run will be repeated if repairs can be completed within the repair time. The run will be repeated with the cars in the same lanes as the initial race. Cars that cannot be repaired in the specified time will be disqualified. A maximum of 3 repairs on race day will be allowed. If a car requires more than 3 repairs it will be disqualified. Note: These car repair rules encourage quality craftsmanship and help to limit delays to the race schedule.

16. If a car wins a competition and is also damaged, the scout has until the beginning of their next race to complete repairs.

17. **Other Race Problems:** If a car hangs up on the track due to a problem with their car, such as a loose part or other mechanical problem, repairs will be allowed per the rules outlined in item #14. If a car is interfered with during the running of a race by being hit by something, another car, a person, or debris on the track, the run will be repeated with the cars in the same lanes as the initial run.

18. **Finish Line Malfunction:** If the finish indicators fail to function properly, the run will be repeated with the cars in the same lanes as the initial race.

19. The Open Class is for parents, guardians, siblings, and relatives of the scouts. Scouts are not eligible to enter the Open Class.

20. **TIE BREAKERS:** Ties are broken in a single run-off race.

21. **MOST IMPORTANT RULE: HAVE FUN!**

2011 Pinewood Derby Rules

“Super-Modified Class”

Note: **Scouts are not allowed to enter the Super-Modified Class.** This class is open only to parents, siblings, relatives or guardians.

1. Cars must be built per the following rules and specifications. Each car must pass an inspection by race officials before it may compete. Race officials have the right to disqualify cars that do not meet the rules and specifications outlined here in.
2. Cars entered in the super-modified class may be built from any type of material.
Ingenuity is encouraged in this class.
3. Car Size:
 - a. Width shall not exceed 2 $\frac{3}{4}$ inches
 - b. Length shall not exceed 7 inches
 - c. Height shall not exceed 4 inches
 - d. Minimum Car Clearance is $\frac{3}{8}$ inch
 - e. Weight shall not exceed 5.00 ounces (141.75 grams)
 - f. Minimum width between wheels 1 $\frac{3}{4}$ "
4. No loose material of any kind will be permitted on the car. Caution: weights mounted to the bottom of the car could reduce clearance and cause interference between the car and track. Adjustments to car weight after official weigh-in are prohibited and will result in disqualification.
5. Wheel Bearings: The use of wheel bearings, washers, and/or bushings is allowed.
6. Springs: Springs are allowed
7. Detailing: Details such as a steering wheel, driver, decals, painting, etc. are permitted as long as those details do not exceed the size specifications outlined in item 3.
8. The car shall be free-wheeling with no starting device. Cars with a starting device will be disqualified.
9. **WHEELS:** Any type of wheel is allowed. Milling, turning of the wheels and/or other rounding, beveling or alteration of the wheel is allowed. Addition of ‘trim’ to the wheels is also allowed.
10. **AXLE:** Axles may be polished. Plating is allowed.

AXLE: All 4 axles must be glued into their respective grooves or holes in the wood block.

11. **LUBRICATION:** Any type of lubrication is allowed. Lubrication of a car during the race is prohibited. Lubrication of a car during the race will result in disqualification. All cars shall be lubricated prior to official weigh-in and inspection. All cars shall be lubricated before bringing the car to the race site. Lubrication of a car at the race site is prohibited.
12. **Car Repair During the Race:** If car repairs are required during the race the car owner will be allowed to make repairs. All cars that are repaired during the race shall be re-weighed. Adding additional weight or pieces that were not on the car when originally registered is prohibited and will result in disqualification. Re-lubrication of a car is not considered to be a repair and is also prohibited and will result in disqualification. If the car is damaged during the running of a race the car owner will have five minutes of repair time. The run will be repeated if repairs can be completed within the repair time. The run will be repeated with the cars in the same lanes as the initial race. Cars that cannot be repaired in the specified time will be disqualified. A maximum of 3 repairs on race day will be allowed. If a car requires more than 3 repairs it will be disqualified. Note: These car repair rules encourage quality craftsmanship and help to limit delays to the race schedule.
13. If a car wins a competition and is also damaged, the car owner has until the beginning of their next race to complete repairs.
14. **Other Race Problems:** If a car hangs up on the track due to a problem with their car such as a loose part of other mechanical problem, repairs will be allowed per the rules outlined in item #12. If a car is interfered with during the running of a race by being hit by something, another car, a person or debris on the track the run will be repeated with the cars in the same lanes as the initial race.
15. **Finish Line Malfunction:** If the finish indicators fail to function properly the run will be repeated with the cars in the same lanes as the initial race.
16. **TIE BREAKERS:** Ties are broken in a single run-off race.

2011 Pinewood Derby Rules

“CRAFTSMANSHIP”

1. All cars entered will be eligible for the Craftsmanship judging for their respective division. Cars must be registered by Friday to be eligible. **Cars entered in the Open and Super-modified classes are not eligible for the Pack Championship Craftsmanship Awards.**
2. Cars will be judged for appearance and originality. A handicap will be assigned to each car (*Scouts only*) based on the judges' determination of how much help a scout received to complete construction of the car. Judges' decisions for craftsmanship awards are final. Points are awarded as follows.
 1. Appearance: Up to 10 points
 2. Originality: Up to 10 points
 3. Handicap: Up to -10 points