



PACK 135 PINewood DERBY RULES 2024

Derby Events

Date: **Car Building Workshop, Saturday, January 13, 2024**
Time: 9:00 AM – 12:00 PM
Location: In front of Building D at Heritage (two story building across the street)

Date: **Test & Tune, Friday, January 19, 2024**
Time: 6:00 – 8:00PM
Location: Building D at Heritage (two story building across the street)

Date: **RACE DAY! Saturday, January 20, 2024**
Time: **10:00 AM – 3:00 PM (See Race Schedule below for den registration & race times!)**
Location: Building D at Heritage (two story building across the street)

Cub Scouts should have the fun of racing a car they build from materials in the Pinewood Derby kit. Adults should guide and help. We will run a combined race bracket for Lion & Tigers, Webelos I, and Webelos II scouts. Wolves & Bears will race amongst their fellow scouts from their den. The fastest car in each bracket will run in a Championship bracket. Cars that do not win in the speed competitions will be judged for excellence in several design and craftsmanship areas. There will be an open division for cars built by adults or siblings.

Note: No professional purchased built kits, pre-manufactured do it yourself assemble kits are allowed. Previously made derby cars are not allowed to enter the race. Any derby cars that were obviously built not by the scout will be disqualified.

Pack 135 Race Car Rules

- BODY:** Only the body provided with the kit may be used.
- WIDTH:** Car cannot be more than 2 ¾ inches wide.
- LENGTH:** Car cannot be more than 7 inches long.
- WEIGHT:** Finished car cannot weigh more than 5.0 ounces.
The weight shown on the “official” electronic race scale is final.
All car parts and materials must be firmly attached. To increase the car’s weight, add wood or metal only.
- WHEEL PLACEMENT:** The car body must be at least 1 ¾ inches wide at the axles.
It must clear the ground by at least 3/8 of an inch.
The four wheels, two on each side of the car, must be placed such that the car will straddle the lane guide and **maintain all four wheels in contact with the surface of the track.**
- WHEELS AND AXLES:** You can polish the axles. You may lightly sand the wheels to remove the molding seam on the tread. No other wheel changes are allowed.
- WHEEL BEARINGS:** You may not use bearings, washers, or bushings.
- SPRINGING:** The car may not ride on any type of springs.
- DETAILS:** Details such as steering wheel, driver, decals, paint...etc are okay, so long as all specifications are met. No cars with wet paint.
- ATTACHMENTS:** The car must be freewheeling with no starting devices.
- LUBRICATION:** **Use dry powered graphite only.** No oils or silicone sprays. No application of graphite is allowed after inspection. (The use of other lubricants can damage the track.)
- INSPECTION:** Each car must pass inspection by the Official Inspection Committee before it may compete. The inspectors will disqualify any car not meeting these rules. Any adult or scout may appeal the decision to the Race Committee Chairperson.



Race Ground Rules

1. GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED.
2. The Grand Prix Pinewood Derby is open to all Cub Scouts of Pack 135.
3. All brackets are double elimination. This means each car must lose two heats before leaving the Derby.
4. A car that jumps off the track is replaced in its lane and the heat is run again. If it happens again, the car loses the race.
5. If a car breaks down, the Scout is allowed 5 minutes to fix the car. Additional graphite **cannot** be applied when fixing the car. Then the officials will run the heat again. If the car cannot be fixed in 5 minutes, it loses the heat. If this is the car's first loss, the Scout can fix the car before the start of its next scheduled heat.
6. Only Race Officials and Scouts involved in the current heat(s) are permitted inside the track area.

Race Procedures

1. Each Scout must bring their car to the Inspection Table prior to the race start time of their division. The registration period for each division is 30 minutes prior to the start of the divisions' races. If the car fails to meet any rules, the inspector will tell the scout the exact problems. The Scout may change the car to meet the rules.
2. After inspection, Official Scorers register the car by highlighting the Scout's name on the pre-constructed race brackets.
3. After registration, the Scouts will place their car on the Starter's Table. Scouts may not handle their car again unless.
 - a. Carrying the car to the Start Line from the Finish Line or Starter's Table
 - b. Putting the car on the Starter's Table after a heat; or
 - c. Fixing the car as allowed in Ground Rule 5
4. Even after a car loses two heats, it must be left on the table for design judging which occurs after the division races.
5. Official Starters will call Scouts to the Starter's Table to get their car for the heat. Scouts will place their cars at the start and then proceed to the finish line to watch the heat.
6. Each car will run down the track during a heat race and times will be recorded. The car with the lowest total time for both runs wins the heat.
7. Officials will present racing awards at the end of each bracket. Design awards for each division will be judged after the races and then presented after the racing awards.

Awards

- Speed: Trophies for 1st – 3rd (Lion/Tigers – AOLs).
Overall Pack Champion, Open Division 1st place (siblings & adults)
- Design: Certificates in each category by Division (Excluding Open Division)
- Best Paint Job
 - Most Unique
 - Funniest
 - Best Theme

Race Schedule

Please arrive at your specific den time to register your derby car.

This is a long day. We do not expect all scouts/families to be present the entire time.

The 30 minute gap, 12-12:30, in the schedule is to allow race day officials/volunteers to eat lunch and take a break.

Division	Registration Time	Race Time *
Lions & Tigers	10:00 AM	10:30 AM
Wolves	10:30 AM	11:00 AM
Bears	11:00 AM	11:30 AM
Webelos	12:30 PM	1:00 PM
AOLS	1:00 PM	1:30 PM
Championship Races	1:45 PM	2:00 PM
OPEN DIVISON (Parents, Siblings...)	1:45 PM	2:30 PM