

Pack 275

2007 Pinewood Derby Rules

Entry

All Pack 275 scouts may enter their cars with a fee of one can of food (benefiting the Grove City Food Pantry). If no can is donated, we are asking for a \$1.00 donation for the Food Pantry.

Playing Ethics

Sportsmanship conduct needs to be foremost in our minds. Parents should teach scouts by example by being good winners and losers. (Awards are given for 1st-3rd places, and every scout will receive a patch). We have a great many rules to keep this event clean, fun, competitive and exciting. The fun of entering and the excitement of competing should **not** be ruined by our desire to win. Remember the Cub Scout Motto is "Do Your Best".

General Rules

1. All cars should be built with wheels, axles, and body in the Pinewood Derby KIT provided by Pack 275. The cars overall width shall not exceed 2 ¾" and overall length shall not exceed 7 3/8". The original grooves in the wooden block must be used for the axles. No re-grooving or drilling holes for the axles is allowed.
2. The car's weight shall not exceed 5 ounces. No loose material or weights that shift are permitted. The car may be hollowed out, or built up with weights to a maximum of 5 ounces. The judge's scale on registration night is the final authority. Note: It is important to have your car as close to 5 ounces as possible. On registration night, you may adjust the weight of your car at the "Gasoline Alley", prior to registering by adding weights or screws to the body of the car. You may test your car's weight on an official scale before registering.
3. It is important that the car have a 3/8" minimum clearance between the bottom of the car and the ground in order that the car does not drag on the guide strip of the track.
4. Springs, washers, magnets, wheel bearings and bushings are **prohibited**. Only the wheels and axles/nails that are part of the kit supplied by the Pack can be used.
5. The only lubricant permitted is powdered graphite (available at the Scout Shop).
6. Details such as steering wheels, drivers, decals and painting are permissible. A car will be disqualified for that heat if any item falls off of the car during the race. The loose part may be re-attached before the next heat under the supervision of a race official.
7. The parent/guardians should help the Scout, but the scout should do most of the work to build the car.
8. Each car must pass inspection by the judge at registration. The judges have the right to require car modification prior to registration.
9. The front bottom edge of the car must not be cut. The starting peg must hold the car until the start of the race.
10. Cars by not impede the progress of other cars down the race track – No blocking.
11. ALL CARS MUST BE REGISTERED ON THE REGISTRATION NIGHT AND WILL REMAIN LOCKED-UP AT AN UNDISCLOSED LOCATION UNTIL RACE DAY. NO EXCEPTIONS—if you have a conflict on registration night, arrange for someone to check your car in for you.

Race Rules

1. REGISTRATION FOR ALL CARS WILL BE January 18th, 2007 FROM 6:30 8:00 PM in the Fellowship Hall (Big Room Downstairs).
2. RACE DAY is January 21st, 2007 at 12:30pm In the Family Life Center (where Pack meetings are held). We need people to come at 12:00am to help set up. This will be done immediately following the 11:00 church service.
3. Once you have registered your car, you will NOT be allowed to touch it. When your name is called on race day, you are to stand at the starting line while your car is racing. Only Scouts racing that race and the judges/monitors will be allowed inside to boundaries of the race area.
4. If a car jumps off the track or loses parts during the race, the race will be counted as a loss. Loose parts can only be re-attached if completed before the racing again. If racing is held up due to re-attachment of loose parts, the car will be disqualified. Racing takes place for each rank level. Awards will be given at each rank level and all Scouts will receive a patch.

GOOD LUCK AND REMEMBER: IT IS NOT ABOUT WINNING OR LOSING, IT'S ABOUT DOING YOUR BEST!!!