



# Pinewood Derby Information

## Schedule

**Check- In:** Friday, January 20th 7:30 - 9:00 PM  
KUMC CAC (Pack Meeting Room)

**Race Day:** Saturday, January 21st 8:00 AM ~ 11:30 AM  
KUMC CAC (Pack Meeting Room)

Check-In	8:00 – 8:45
Race	9:00 until done
Awards	Immediately after race

# Race Ground Rules

1. GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED. Race Officials may ask anyone not following this rule to leave.
2. The Grand Prix Pinewood Derby is open to all Cub Scouts in Pack 220, as well as their parents and siblings. The same construction rules apply to all cars.
3. Each Scout **MUST** be present and in uniform in order to race. Remember to have a Band-Aid, 35¢ in your shirt pocket. (Scout Tradition- Band Aid for injury & 35 cents to make a phone call)
4. Each Scout must race with his den.
5. 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place ribbons will be awarded for the fastest cars for each rank (Tiger, Wolf, Bear, and Webelo). 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place trophies will be awarded for the overall fastest scout cars.
6. Car inspection and check-in will begin Friday, January 20th at 7:30 pm and end **promptly** at 9:00 pm. Only those cars checked in Friday night will be eligible for judging for the three special pack trophies:
  - Best Scout Craftsman
  - Unique Design
  - Judges Choice
7. Any scout winning a Pack trophy for 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> place will **not** be eligible for the three trophies listed above.
8. 1<sup>st</sup> place trophies will also be awarded for the Sibling and Parent races.
9. Races will be determined by double elimination. A computer will time each race. The fastest in each race wins.
10. If a car jumps off the track or the computer fails to detect a car; the heat is run again.
11. If a car breaks down, the scout is allowed five minutes to fix the car. The Officials will then run the heat again. If the car cannot be fixed in five minutes, it is disqualified.
12. Only Race Officials and racers involved in the current race are permitted inside the track area.
13. A separate track will be available to test cars before check-in and for unofficial "grudge match" races after official races.
14. Children are not allowed on the playground located outside the building unless supervised by a parent.
15. No smoking in or around the building.

# Pinewood Derby Rules

## 1: CONSTRUCTION

Adult assistance is to be kept to a minimum (Cub and Sibling cars). Safe use of power tools is one area where adult assistance may be required. No kit cars are allowed.

## 2. SIZE

Maximum car size is 2 3/4 inches wide and 7 inches long including wheels and any attachments.

## 3. WEIGHT

Finished car cannot weigh more than 5 ounces (141.75 grams). The weight shown on the Official Race Scale is final. All car parts and materials must be firmly attached. To increase the car's weight, add wood or metal only. Don't use Mercury to add weight because it's not safe.

## 4. WHEEL PLACEMENT

The car body must be at least 1 3/4 inches wide at the axles. It must clear the ground by at least 3/8 inch. If desired, you may change the wheelbase (distance between front and rear axles). The four wheels, two on each side of the car, must be placed such that the car will straddle the lane guide. Three or four wheel contact with the surface of the track is allowed.

## 5. WHEELS AND AXLES:

Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted. 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. You may not use bearings, washers or bushings. The axle may be glued in the body if desired.

## 6. SPRINGING:

The car may not ride on any type of springs.

## 7. DETAILS

Details such as Steering Wheel, Driver, Decals, Painting, Interior Details are okay. The finished car with details must meet the maximum length, width and weight rules. Cars with wet paint will not be accepted. No moving parts are allowed.

## 8. ATTACHMENTS

The car must be freewheeling with no starting devices. No loose materials of any kind are permitted in or on the car.

## 9. LUBRICATION

USE DRY LUBRICANTS ONLY. You may not use any other lubricant, especially oils and silicone sprays. No lubricants may be applied inside the building, or after car inspection.

## 10. INSPECTION

Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will not accept any car not meeting these rules. A work area will be provided to allow any problems to be resolved. Any adult or scout may appeal the findings of the Inspectors to the Race Committee Chairperson, whose decision is final. Once a car has passed inspection it will be impounded until after the race. **ONLY RACE OFFICIALS ARE ALLOWED IN THE IMPOUND AREA.**

# Pinewood Derby

## Craftsman, Unique Design, Judges Choice Awards

This is a fun project for boys and their parents to work together designing, building and racing a pinewood derby car. It is a joint project and it's important the parent does not end up doing all the work. The parent should help guide their son to do as much work as possible on the car himself. The purposes of these awards are to recognize the boy's work effort.

### Selection Process

- ✓ These awards are determined by the Pinewood Derby committee members. Voting will take place on the night before race day.
- ✓ Qualifying cars must have been checked in by 9:00 PM on Friday, January 24<sup>th</sup>.
- ✓ Committee members will select a car for each category then a ballot vote on the selected cars will determine the winner for each category.
- ✓ In order to allow more boys to win trophies, the winners of the speed trophies will not be eligible for these awards.

### Categories

- **Craftsman**  
Boy's work effort and artistic quality including decals, paint, etc.
- **Unique Design**  
Creative design, beyond the simple wedge shape car.  
Examples: Hot Dog, Shark, Batmobile, Fire Truck, Banana, etc.
- **Judges Choice**  
Overall shape, paint, decorative and craftsmanship

Please cut out and turn in with your car on Friday, January 24<sup>th</sup>.

Name: _____	Rank: __	Tiger	__	Wolf
Car #: _____			__	Bear
Name of Car: _____			__	Webelo 1
			__	Webelo 2
<b>What my parent and I did to make the car: (Please check one)</b>				
	<u>I Did It</u>	<u>I Helped</u>	<u>My Parent Did</u>	
▪ Designed	_____	_____	_____	
▪ Cut out Shape	_____	_____	_____	
▪ Sand	_____	_____	_____	
▪ Painted	_____	_____	_____	
▪ Prepared Wheels	_____	_____	_____	
▪ Put on Wheels	_____	_____	_____	
▪ Put on Stickers	_____	_____	_____	
▪ Put on Weights	_____	_____	_____	
***** DO YOUR BEST! *****				

# **WINNING AND LOSING**

By Gary McDonald

Winning is marvelous, OH! It's so grand  
I've built my pine racer, by my very own plan!

So let's get started, on with the race!  
I know I can win! With a very fast pace!

It's my turn next! I can hardly wait!  
My car's so fast, it'll fly out that gate!

They're off! It's started!! Look how they go!  
But what happened? OH, NO! My car was too slow.

Losing is painful, it's really so sad,  
I hardly can look, into the face of my dad.

We worked hard together, with saw, paint and brush,  
And now it's all over, in one super rush.

I said, "Dad, I lost," as I looked into his eyes,  
But my dad was smiling, to my happy surprise!

"Son, you worked hard, to meet this tough test.  
I know that you tried. You did your best!"

Those words were a comfort, so pleasant to hear.  
As Dad and I hugged, we grinned ear to ear.

Yeah, winning is grand, and losing is tough,  
But whatever happens, we've got the right stuff.

So Winners or losers, keep present in mind,  
Your promise, your motto, and the Cub Scout sign.

**DO YOUR BEST!!!**

Your voice should show the excitement in the first three and on half stanzas, but then should grow softer and slower with the loss of the race. Then your voice should pick back up with the Father's words, and end with excitement with "Do Your Best."

**KNOTS**



**HELP YOUR CUB SCOUT DO HIS BEST**