



**2nd Annual
Chawanakee
District
BSA**

PINEWOOD DERBY



Saturday, May 23, races start at 10:00 Am
Location – Sierra Vista Mall Center Court
Vehicle check-in – Friday May 22 from 5-8 PM

Entry Fee:
Scouts \$5
Adults \$10

Award Divisions:

- 🏆 Tigers
- 🏆 Wolfs
- 🏆 Bears
- 🏆 Webelos
- 🏆 Overall
- 🏆 Best of Show
- Also.....
- 🏆 Adult

REGISTRATION DUE BY:
Friday May 15, 2009

WHO IS ELIGIBLE???

First 48 registrants in each of the following age groups: Tigers, Wolves, Bears & Webelos

And....

The first 24 Adults to register!

For more information call Sheila Maskovich at 297-4039 or Richard Duran at 320-2100 ext 119

www.seqbsa.org



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Name: _____

Address: _____

Phone: _____ Pack: _____

If a youth, parent/guardian name: _____

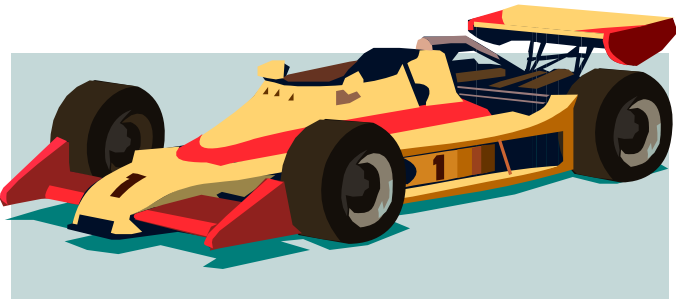
Total registration fee: \$ _____

Please make checks payable to : Sequoia Council
Credit Card payments will also be accepted at the scout office.
Accounting codes: 901410 1-6801-141-20



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Chawanakee District Pinewood Derby

- Date: Saturday, May 23, 2009
- Chairman: Ben Sheets and Sheila Maskovich
- Location: Sierra Vista Mall Cneter Court
- Time: Check-in will Friday, May 22 between 5:00 pm and 8:00 pm
- Participants: Open to the first 48 registrants in each of the following age groups: Tiger Cubs; Wolf Scouts; Bear Scouts and Webelos (Webelos will not be separated by 1st year or 2nd year) and the first 24 adult registrants
- Rules: We will follow the standard rules as written on pages 8, 9 and 10 in the latest version (2002) of the *Cub Scout Grand Prix Pinewood Derby Guidebook*
- Awards: Participation award for all racers (ribbon/patch or both)
First; Second and Third place for each age group. (trophy?)
First; Second and Third place overall (trophy?)
Other awards as determined by the committee (Example: most patriotic; most original; most colorful; etc)

Packs are encouraged to register their 1st, 2nd and 3rd place winners for each of the ranks prior to registering any other Cub Scouts.

PINEWOOD DERBIES & SCOUTING

ENCOURAGE GOOD SPORTSMANSHIP

Two things the Pinewood Derby requires each participant to learn are:

- 1) The craft skills necessary to build a car, and
- 2) The rules that must be followed.

Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results.

LIVE OAK DISTRICT PINEWOOD DERBY RULES

QUESTIONS & ANSWERS

The hobby store at the shopping center sells precut car bodies. Can I use those instead the block from the kit?

No, not for scout racing.

A national supplier of pinewood derby stuff sells "performance axles and wheels." Can I use those instead of the wheels and axles from the kit?

No. All modifications must be made by the scout.

My front wheels extend beyond the front of my car. Is this permitted?

No. It would have an unfair advantage on the starting pin and finish line.

My car has a hole in the middle. Can I stage it at the starting line so that the starting pin goes up through the center of the car?

No. It would not be recommended anyway since, even with the head start, it will not perform as well. (Would you believe more than two car lengths slower?)

My car has only 5/16" clearance between the body and the bottom of the wheels. If my car leaves the track because of a "high spot," will a rerun be allowed?

Probably not. If the "high spot" is less than 3/8", then the track is proper in that respect and the car "is at fault" because it did not comply with the 3/8" rule.

(Continuing from last question) Then, can I change my car to correct the problem?

No. No modifications can be made after check-in.

My Cub Master (or Dad, Mom or Grandfather) built a car when he was a Cub Scout. Can he race it in the Adult race?

Yes! We encourage friends and family to join in!

Do I have to put the axles in the slots of the original block?

Yes. This gives everyone an equal chance.

Oops! My car is much lighter than 5 ounces. Can I add weight on race day?

Yes, provided that it is registered & inspected before race time. For instance, you may securely attach a penny (nickel, dime, quarter, washer, chunk of lead, etc.) to the top of the car using "super-glue," or tape. Of course, after the change, the car must still pass inspection. Be extra careful about adding weight to the underside of the car. This could cause the car to drag on the center guide rail if the 3/8" underbody clearance were not present.

I heard about a "super slick" wet type lubricant that I want to use on my wheels. Is that allowed?

No, it must be a "dry" lubricant.

My wheels and axles from last year performed really well. Can I use them in this year's car?

No. You must have a completely new car each year.

What can I do if the inspection judge says that my axels or wheels are illegal?

The Cub Scout may appeal to the inspection chairman and to the event chairman. If the appeals are denied, the Cub Scout and his assistant may replace the wheels or decline to race.

I think that my wheels from last year might have been illegal, but the inspection judges let me race. Does that mean that if I do the wheels exactly the same way this year, I will have no problem with them at inspection?

The results from last year's inspection do not determine the results of this year's inspection. Perhaps the inspection judge was not trained as well as the team the year, or perhaps the inspection judge just made a mistake last year.

SEQUOIA COUNCIL PINWOOD DERBY RULES AND REGULATIONS

The purpose of the rules is to provide a reasonable and level playing field for all contestants. Please read and heed the rules! This project is a parent and son event, and is recommended as such by the National Boy Scouts of America. The Pinewood Derby Committee STRONGLY SUGGESTS that each parent emphasize this idea with your son.

A. Eligibility of Contestants and Cars

1. The competition is open to the top three the top qualifying Tiger, Wolf, Bear, Webelos from each District in the Sequoia Council and adults. In case of illness or a valid conflict, an authorized agent may represent an absent Scout. An authorized agent is defined as a sibling or a Cub Scout of similar age who is not already competing in the same set of heats.
2. Cars in the Scout competition must have been made for this race season. Cars or parts of cars such as wheels or axles, from previous years may not be used.
3. The first 20 registered Adults may compete. Only cars built specifically for the Adult/Open competition are eligible.
4. All cars must use the wood block, axles, and wheels from the official BSA Grand Prix Pinewood Derby Kit.

B. Length, Width & Clearance

1. Maximum length (including wheels) shall not exceed 7.0".
2. Maximum overall width (including wheels and axles) shall not exceed 2-3/4".
3. Minimum width between wheels shall be 1-3/4".
4. Maximum height shall not exceed 2-3/4".
5. Minimum clearance between the bottom of the car and track shall be 3/8".
6. The wheelbase (distance between the front and rear axles, center to center) may not be changed from the kit body distance of 4-3/8".

C. Wheels and axles

1. Only the wheels and axles from the official Grand Prix Pinewood Derby Kit may be used.
2. Wheels may not extend beyond the front or rear of the car.
3. Axles and wheels may be lightly filed, sanded, and polished. This light filing, sanding, and polishing are the only modifications allowed.
4. Wheels and axles that have been modified by a "third" party are prohibited, even if they are from the official kit.
5. Beveling, rounding, tapering, thinning, perforating, or any other significant altering of the shape or performance of the axles, wheels, or hubs is prohibited.
6. Modification of the cylindrical inner wall of the wheel, which contacts the axle, is prohibited.
7. Wheel bearings, shims, washers, dowels, or bushings are prohibited. This includes "wheel covers" which serve to keep the wheel hubs from contacting the

car body. It also includes "hub caps," or anything else that might serve as a lubrication "well" or "tap."

8. Axles must be placed in the original 'axle grooves' in the supplied wooden block. It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used.

D. Weight and Appearance

1. Weight shall not exceed 5.00 ounces.
2. The readings of the Official Race Scale will be considered final.
3. The car may be carved, sculpted, and/or sanded in order to enhance performance and/or appearance.
4. There is no designated front or back to the supplied body, either end may be the front.
5. No loose materials of any kind are permitted on or inside the car.
6. The car shall not ride on any type of springs.
7. Indented noses are prohibited.
8. The car must be freewheeling with no starting device or other propulsion, such as adhesives, magnets, rubber bands, motors, jets, etc.
9. Details such as steering wheel, driver, spoiler, decals, painting, and interior details are allowed as long as these details do not exceed the maximum length, width, height, and weight.
10. Metal frames and metal axle supports are prohibited.
11. The racecar may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions, which may catch on the starting pin.)
12. Additional materials may be added to the car for the following purposes only:
 - a. Weights may be added to increase the weight and/or alter the weight distribution of a car.
 - b. Paints/decals/decorations may be added to alter the appearance and/or aerodynamics of a car.
 - c. Glue may be used to adhere the axles to the car body.
 - d. Wood putty, or a similar wood-like substance, may be used to repair minor damage to a car.

E. Lubrication

1. Only dry powdered lubricants, such as graphite or white powder Pinewood Derby Car Lubricant, may be used.
2. Oils, Teflon, silicone, and other similar type sprays are prohibited.
3. A car may be lubricated before inspection and, if it advances, prior to the Main Finals. These are the only two times when lubrication is permissible. Specifically, cars may not be lubricated while competing in a set of heats.

F. Registration, Inspection & Impound

1. Prior to registration each car will be inspected (weighed and checked for regulations B, C, D & E).

2. Failure to Pass Inspection: The Inspection Committee shall disqualify cars which do not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his car did not pass.
3. Cars that fail the initial inspection may be modified and brought back for final inspection and registration.
4. After a car passes registration, it will be impounded until race time.
5. No car may be altered in any way after it has been registered.
6. Only one car per person may be registered.
7. Late Registration and Inspection: If a Scout fails to register his car by the first heat of the competition the car is not eligible for that competition. There are no exceptions to this rule.
8. Interpretation of the rules described in B through E above is at the sole discretion of the Inspection Committee Judges present during the Registration and Inspection process.

G. Conduct Of The Races

1. Qualifiers and winners are selected based on race times not placing.
2. Only race officials may enter the track area. This rule will be strictly enforced.
3. Designated handlers will be the only ones allowed to move and stage cars on the tracks after they have been impounded.
4. If a handler accidentally damages a car, the owner will have a reasonable amount of time to make any repairs needed to make the car "race ready." The Derby Chairperson will determine what amount of time is reasonable.
5. To equalize differences among track lanes, each car will run 4 heats, once in each lane.
6. If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.
7. If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
8. Car Repair (Without Fault): If during the race a wheel falls off or the car becomes otherwise damaged, any necessary repairs can be made (with a time limited established by the Derby Chairperson) and the heat will be run again. If repairs are not possible, the car will automatically lose the heat. Only the damaged part of the car may be repaired. No other changes or adjustments can be made. All repairs can be made only in the presence of a race official.
9. One impartial Finish Line Judge shall be at station to observe each heat.
10. Heat finish judging is determined by the finish line sensor, but may be challenged by a Finish Line Judge. If the track's electronic finish line sensor's result is challenged by the Finish Line Judge, the race will be re-run.
11. Finish Line Judges will temporarily excuse themselves if they know that one of the heat contestants is a son or relative.

H. Conduct and Disputes

1. Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.
2. A dispute may be made at any time, however; a heat will be rerun only if a dispute is filed immediately prior to the heat in question and before the next heat. Once the next heat is run, the previous heat becomes official.
3. On Race-Day, Scouts must make all questions of rules interpretations and procedures to the Derby Chairman or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the Derby Chairman.
4. All decisions of the Derby Chairman are final. No further appeals can be made.

I. General Rules

1. Competition is based on timed heats. Track officials are responsible for the proper conduct of the races.
2. Scout Competitor Categories: Tiger Cubs, Wolf, Bears, and Webelos will compete with others at the same Den level.
3. Adults will compete as one category and not be eligible for "Best of Show" or for the scout finals.

J. Rewards and Recognition

1. The most important values in Pinewood Derby competition are parent/son participation, good sportsmanship, and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards. Racers will be recognized as follows:
 - a. Every participating Scout will receive a Pinewood Derby certificate, patch or card.
 - b. A "Best of Show" car will be selected and presented a trophy. Other show awards may also be presented.
 - c. Awards will be given to the first, second, and third-place finalists in each Den and for the first thru third overall.