

2012 Pack 516 - Pinewood Derby Information

Derby Workshop

WHEN: Saturday, January 14 from 3pm - 5pm

Templates, band saw, drill press, scales and other helpful tools/tips for car building available.

WHERE: The McCracken's House, 1803 Sara Lane, Richardson 75081

Located at the corner of Sara Lane and Haynes. Park on Haynes to access garage.

Derby Time Trials

WHEN: Friday, January 27 from 6:30pm - 8:30pm

WHERE: New Life Church, 'Activity' Room, 1515 Blake Dr, Richardson

Time trials, preliminary inspection & weigh-in. Come try out your car on the track. This is an invaluable time to find out if your car is too heavy or too light.

Race Day

WHEN: Saturday, January 28, 2012

WHERE: New Life Church, 'Activity' Room, 1515 Blake Dr., Richardson

Race Schedule:

Registration begins	7:00 AM
Tigers	8:00 AM
Wolves	9:00 AM
Bears	10:00 AM
Webelos I	11:00 AM
Webelos II	12:00 PM
PACK FINALS	1:00 PM
Adult and Siblings	2:00 PM (or when PACK FINALS end)

Scouts & Leaders:

Please wear your "Class A" uniforms on Race Day.

**** Concession stand opens at 8am on Race Day.** Breakfast items will be available in the morning. At 11am concessions will include pizza, hot dogs and soda. Proceeds from the concessions help cover the costs of the derby. Please help support your derby!

Additional Race Information:

- All cars must be checked in prior to their assigned race time
- A Scout does not have to be present to race his car (e.g. sports conflicts, etc)
- Concours will be performed immediately following each divisional race
- Each car will race 8 times (twice in each lane) in the divisional (Tiger, Wolf, Bear, Webelos) races
- Cars advancing to the Pack Finals must be re-inspected prior to Pack Finals
- Each car that advances to the Pack Finals (based on speed) will race 8 times (twice in each lane)
- Speed awards are based on each cars cumulative time in the 8 races – In the event of a Tie, Tie-breaker races will be run
- **ADULTS AND SIBLINGS** - Build and race your own car for FUN!! - Rules are the same as for Scouts.
- Scouts may also enter a car into the Adult / Sibling race – provided the car is not the same car used in the Scout Division races

Awards:

- **Concours Medals** (Best by Scout, Best Paint Job, Most Original, and Judges Award) will be presented following each division race.
- 1st, 2nd, 3rd, and 4th place **SPEED** trophies presented at the end of each division (Tigers, Wolves, Bears, Webelos I & II)
- 1st, 2nd, 3rd, and 4th place **SPEED** trophies will be presented at the conclusion of the Pack Finals.
- **Ribbons** given in each heat for 1st, 2nd, 3rd, 4th place finishes.

Hints / Tips / Suggestions:

- Make sure to check your car in early to give yourself time to make adjustments if necessary.
- Be prepared to make weight adjustments on race day
- Be careful putting weights on bottom of car - make sure the car will clear the center strip of the track
- Make sure all car parts are secure and will not fall off during a race
- A repair table will be available for modifications and repairs prior to inspection in the concession hallway. A shoebox works well for transporting the car and accessories to the race to help avoid incidental damage.

2012 Pack 516 - Pinewood Derby Rules

Car Specifications:

Width: Not to exceed 2-3/4", narrow bodied cars wheel width must be 1 3/4" up to 2 3/4"

Length: Not more than 7 inches

Weight: Not over 5 ounces – the reading of the official scale will be considered FINAL.

Bottom clearance: 3/8 inch between car and track

Height: Maximum height is 5 3/4 inches (to be able to clear timing box at finish line)

Wheel Base: The distance between the front and rear axles may not be changed from the kit body distance of 4 1/2 inches

** The portion of the car touching the starting gate must be the same portion of the car that trips the timing light at the finish line.

RULES

1. The Pinewood Derby Races are open to all registered Pack 516 Cub Scouts. Adults & Siblings may also build a car to race for fun – rules are the same as for the scouts. **The pack provides one derby car kit for each registered scout** – additional kits may be purchased at the Scout Shop.
2. The wood, axles and wheels supplied in the **Official Grand Prix Pinewood Derby Kit** must be used. **NO KIT CARS WILL BE ALLOWED**, as this goes against a core principle of the derby. You may use optional Official BSA wheels in any color.
3. **Only cars made from BSA kits may race.** All parts of the car must be "new" (body, wheels, axles, etc.) No reworking a previously built car or modifying existing cars.
4. Each car must pass inspection prior to competition. Once checked in, neither scout nor parent may handle or modify the cars in any way until races are completed.
5. If a car fails inspection the owner will be informed of the reason the car did not pass. Cars that fail inspection may be taken away from the inspection table to the repair table for modifications and inspected again after corrections have been made.
6. All cars must be checked in prior to their assigned race time
7. A Scout does not have to be present to race his car (e.g. sports conflicts, etc)
8. **NO LIQUID LUBRICANTS (i.e. WD-40, 3-in-1, etc.).** We will **ONLY** accept the BLACK Graphite DRY POWDER Lubrication, **NO WHITE!!!**
9. No washers, bushings, or other foreign material can be used between the wheels and the body of the car.
10. No moving parts except for wheels.
11. Insert axles into the car body only in the pre-cut axle grooves.
12. The diameter or thickness of the axle cannot be reduced. However, you can polish it. Some axles may be rough and require some polishing or buffing in order to smooth the axles and remove burrs.
13. Mold protrusions may be removed from the plastic wheels and the wheel surface may be sanded and polished. However, wheels may not be filed, shaved down or otherwise "lightened" in any way. No 'V' or 'H' shaped or filed / rounded edges are allowed.
14. Any BSA approved wheels can be used, in any of the colors available.
15. No weight material can be placed in or on the wheels themselves.
16. The car shall not ride on any type of springs and must be free-wheeling. **All 4 wheels must be touching the ground when level.**
17. No force other than gravity may contribute to the forward motion of the car (e.g. no liquid mercury weights, etc.).
18. Anything that falls off a car after it is checked in cannot be replaced. **Exception** - Wheels can be replaced if they fall off during a race, but this will not be cause to rerun the race.
19. If an item falls off of the car and impedes the progress of another car, the car losing the item will be disqualified from that heat. (counts as a 4th place finish), and the heat will be rerun with the remaining cars.
20. All cars **MUST** adhere to these rules – cars that don't conform will be disqualified
21. Good sportsmanship/behavior is expected by all participants and audience – anyone not following this rule may be asked to leave.
22. Any issue arising not specifically covered by the above rules will be resolved at the sole discretion of the Race Director. His ruling is final!

Don't forget Rule #1: Let's all have some FUN!!!!