

Let's Go Racing! This could be the race of the century! 38 feet of downhill excitement! 6 lanes of fast, furious, action-packed fun! I can hardly wait! Can you?

12 December 2005

Pack 242 Pinewood Derby

Who: All Cub Scouts & Family!

What: A Pinewood Derby Car Race!

Where: Gym at the Shepherd of the Valley Lutheran Church on 39th & Ashworth

Why: For Fun and Excitement!

Racing Divisions

In order for the greatest enjoyment to be achieved by all participants, the following racing opportunities will be provided:

PLEASURE DIVISION (March 4th) – This division is for all Cub Scouts who want to simply enjoy the achievement of running their racer numerous times down the track. No inspection required.

COMPETITION DIVISION (March 3rd Tiger Cubs & 4th) – This optional division is composed of all Cub Scouts who wish to compete for trophies and ribbons. Registration and inspection is required for all who enter this division.

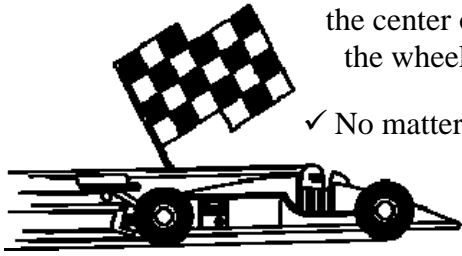
OPEN DIVISION (March 3rd) – This division is composed of anyone that has the "Racing Bug". Parents, grandparents, older or younger brothers and sisters can all qualify for this division. OPEN DIVISION RACERS MUST RACE THEIR OWN CAR. Entrants should be prepared to have their cars registered and inspected. Racing will begin following completion of Tiger Cub competition division racing.

OUTLAW DIVISION (March 3rd) – This division is composed of anyone that has the "Extreme Racing Bug". Parents, grandparents, older or younger brothers and sisters can all qualify for this division. OUTLAW DIVISION RACERS MUST RACE THEIR OWN CAR. Entrants should be prepared to have their cars registered and inspected. See the race commissioner for a "special" rules sheet. Racing will begin following completion of open division racing.

Building & Design Tips

- ✓ A car with a sleek, aerodynamic shape generally races faster than a car with a "boxy" shape. Take plenty of time to sand the racer body. Make the body as smooth as possible.
- ✓ Add weight to the body. Cars are allowed to weigh a maximum of 5 ounces or 141 ¾ grams. We have all seen many "fast-looking" cars line up to race only to see them slow down considerably near the end of the track. This is usually the sign of a "light" car.
- ✓ Spray paint normally results in a much better finish than brushed on paint. Many (4 to 6) coats of light spray paint result in a hard, bright, and shiny finish. You should then clear coat the body. Use some sort of clear coat or "Dull-cote" spray to seal the paint and decals of the racer. This will result in a glossier finish.
- ✓ Do not put the wheels on before you paint the car! Finish the body of the car completely before attaching the axles and wheels.
- ✓ Make sure that the axles are perpendicular to the body of the car. Axles installed at an angle will guarantee that the car will run slow.

- ✓ Once the axles and wheels are installed and properly aligned, a small drop of glue near the point of each axle (toward the center of the car body) will help to keep the alignment from shifting. Don't get any glue near the wheel end of the axle!



- ✓ No matter how much fun it is to push these cars around on the floor, wait until after the race to do so. Scooting the racers around, dropping them on the floor, etc., can damage the wheels and can knock the car out of alignment. Treat the car with care until after the race is over!

The following guidelines are to be followed when building a Pinewood Derby Racer for any of the divisions. These guidelines are established to minimize controversy over the degree of parental involvement in the construction of the car. The building of a Pinewood Derby Racer is a parent-son endeavor. If a parent is unable to assist the Cub Scout in building the racer, help from an older brother or sister, grandparent, uncle, aunt, or other adult is encouraged.

Pinewood Derby Specifications, Rules, & Procedures

1. The car must be newly built for the current Cub Scouting year. Cars may be raced only by the Pack 242 Cub Scouts in the pleasure and competition divisions. Cars may not be raced by a parent or a stand-in.
2. Overall car width (including accessories) cannot exceed 2 ¾ inches (prevents interference with neighboring cars). Width between wheels must be 1 ¾ inches (prevents dragging on the lane guide).
3. Overall car length cannot exceed 7 inches. Overall car height cannot exceed 3 inches (prevents interference with finish line detector).
4. Bottom clearance between the car and the track must be at least 3/8th of an inch (prevents dragging the lane guide).
5. Total weight cannot exceed 5 ounces or 141 ¾ grams. Scales vary slightly - be prepared to make adjustments. No loose materials, no taping weight down to car. All parts must be securely attached to the car.
6. The car shall not ride on any type of springs, wheel bearings, washers, and or bushings. Car must be free-wheeling, with no starting devices.
7. The car must have four operational wheels. Molding defects on wheel treads may be removed by sanding lightly. **The Official Wheel is the BSA Kit Wheel**, the width is 5/16th of an inch; any other wheel, or tire width will result in disqualification. The wheels must be attached to the car with the nails provided in the BSA Kit; the axles must be 4 and 3/8th of an inch apart; any other axle configuration will result in disqualification.
8. Details such as steering wheel, driver, decals, painting, interior, or exterior detail are permissible as long as these details do not exceed the maximum length, width, and height specifications and other above rules. Cub Scouts are encouraged to decorate their car, as they will also be judged for craftsmanship, novelty, and creativity during the open division, and awards given to the top three cars in Tigers, Wolf, Bear, and Webelos.
9. When the Cub Scout has registered, his car will be weighed, measured, and inspected to insure compliance with the above rules. When the car has passed inspection, it will be taken by a race official to the pit table to await the race. Cars may not be handled after inspection until they are scheduled to race. Cars will be protected from handling by anyone except the race officials. Any non-race committee persons touching cars after they are inspected will lead to immediate disqualification of the touched car. A car that fails any part of the inspection will be given the opportunity to make adjustments or repairs. Cars will be re-weighed, measured, and inspected until they comply or until the scheduled race starting time.
10. The only lubricant to be used will be **DRY GRAPHITE**. It must be applied before weigh-in. The pack will NOT provide graphite lubricant. Once the car is inspected, it may NOT be re-lubricated except when the wheel is damaged or becomes dislodged during a race. Graphite must be applied **OUTDOORS** over a **TRASH CAN**.
11. Heats will be run in dens and rules of advancement will be given the day of the race. Viewing must be done from behind taped areas. The den whose heat is current will be closest to the track to watch.
12. If a car has problems running more than once, it will be disqualified. Those cars interfered with will receive no penalties and heats will be rerun.
13. The race committee may disqualify any car that in their determination is not in compliance with the spirit of the race. All conflicts will be handled by the race committee.

Decisions of the Race Committee are Final