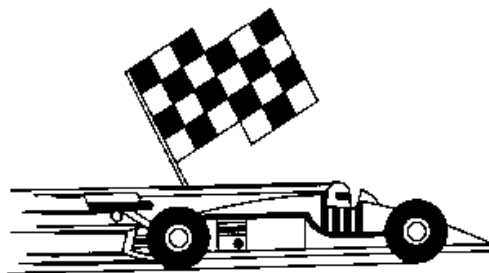


2007 Wyckoff Pack 309 Pinewood Derby Schedule and Rules



Welcome all scouts and parents to the Pack 309 Pinewood Derby for 2006! Please read and follow all of the information on both sides of this sheet as they will be strictly followed at check-in and race.

Location & Schedule

This year's check in and races will be held at the Wyckoff Reformed Church, 580 Wyckoff Ave (near Franklin Ave.). The official communications in the event of inclement weather will be posted on www.weatherclosings.com (Wyckoff, NJ, Type = Other).

Check in will be Friday evening, January 19, 2007, from 7:00 – 9:00pm. Each scout is responsible for getting their own car to check in and through the process. If you are not available that evening, you may designate another scout or parent on your behalf, however they should be authorized by you in advance to make changes as needed to meet the requirements. Cars must check in Friday evening in order to race on Saturday.

The Races will be Saturday, January 20, 2007, from approximately 11am through approximately 5pm. Each rank (Tigers, etc.) will race as a group. The top 3 winners each of the Wolves, Bears and Webelos will race in the Pack finals at the end of the day. The top 3 finishers in the pack will go on to the District finals in March.

Guidelines

- ❖ See the reverse for rules – they will be strictly enforced. Cars must race with all four wheels on the track and wheel alterations as per the rules are not permitted. Also pay particular attention to length, width and clearance, as cars must meet these requirements to operate on the track.
- ❖ Trophies will be awarded to the top three cars each in Tigers, Wolves, Bears, and Webelos.
- ❖ Car stands will also be awarded to the top three cars in the Pack, which will compete in the district finals.
- ❖ Each Den should organize and bring sufficient tools and materials to support emergency alterations and repairs at check in and at the race, although the Pack will have some (limited) materials on site.
- ❖ Once the car is weighed-in and inspected, it can only be handled by racing officials. Be prepared to apply all lubricants and final touches prior to weigh-in.
- ❖ **Each car must be made new for this year's race! Rerunning cars from prior years is a violation of trust, and works directly against the principles we teach in scouting.** No exceptions.
- ❖ Do not take anything for granted regarding the rules – if you have any questions, ask your Den leader, Cubmaster or any Pack Committee Chairperson!

Ground Rules

1. **Cars must be made for this year's race. Cars made for previous races are not eligible.**
2. Each car will be given a registration number at check in. A sticker will be placed on each car with that number.
3. All cars must pass inspection by the Official Inspection Team. The Inspection Team has the right to disqualify any car not conforming to these rules. If a car is not in compliance, it may be adjusted by the owner and re-submitted, however we encourage all cars to be in compliance when presented for inspection.
4. Once a car has been accepted by the Official Inspection Team, no one may touch it except for the race officials.
5. If a car jumps off the track, leaves its lane and/or interferes with another car, the heat will be run again. If the same car leaves its lane three races in a row, the car will be disqualified.
6. If a car suffers a mechanical problem and can be fixed within a 5 minute period, it can be fixed and run again. If the car cannot be fixed within a five minute period, it will be disqualified.
7. Please remember that the purpose of the race is for the scout to gain skill, confidence and pride in the car that he has created. Therefore it is important that the scout design and build as much of the car as his capabilities allow. Any adult help should be full explained so that the scout can apply the knowledge gained to future projects.
8. The decisions and rulings of the race officials are final. Inappropriate or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.

Car Guidelines

1. Cars must be built using the materials in an Official BSA Pinewood Derby Racing Car Kit. This includes the pinewood block, axles, and wheels. With the exception of decorative and construction items (weights, glue, lubricants, finishing materials), only materials from an official kit may be used. Separate items (including but not limited to pre-contoured pinewood bodies, machined wheels, full length axles, and polished axles) are specifically prohibited.

Length, Width and Clearance

1. The maximum overall width (including wheels and axles) shall not exceed **2 3/4** (2.750) inches.
2. The minimum width between the wheels shall be **1 3/4** (1.750) inches. The car must clear the center guide on the track.
3. The minimum clearance between the bottom of the car and the track surface shall be **3/8** (0.375) inch. Nothing may hang below the car. The car must clear the center guide strip on the track.
4. The maximum overall length shall not exceed **7** inches.
5. The maximum overall height shall not exceed 5 inches (**note that the Pack 309 track allows for 5 inches, however the District track regulations are 4 inches – you should use the 4" limit if you might go to the Districts.**)
6. The wheel-base (distance between the front and rear axles) may not be changed from the kit body distance of **4 1/4** (4.250) inches; the provided grooves must be used.

Weight and Appearance

1. Weight shall not exceed **5** ounces. The reading of the official scale shall be considered final. Cars can be re-weighed and adjusted prior to check-in as time allows.
2. The car may be built up to the maximum weight by the addition of solid material securely built into the body or firmly affixed to it. Liquids or loose materials of any kind (e.g. mercury and lead shot) are strictly prohibited in or on the car.
3. Details such as steering wheel, driver, spoiler decals, painting and interior details are permissible as long as these details do not exceed the measurement or weight specifications.
4. **The front of the car shall be clearly identified or labeled and visible from the top or front of the car. Cars not clearly marked that go down the track backwards will not be rerun. (we will put a sticker on the front)**
5. Cars with wet paint or glue will not be accepted.

Wheels and Axels

1. Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit.
2. Wheels may be lightly sanded to smooth out molding imperfections on the tread or center hole areas. Beveling, tapering, thin sanding, shaving or wafering of the wheels is **prohibited**.
3. The nail axels supplied must be used. Axels must maintain the dimensions as provided.
4. The axle slots shall **not** be filled. The axels **will be** inspected during check-in.
5. The wheel holes shall not be moved or modified. Note: the holes may be enlarged using a #43 bit to prevent splitting.
6. **The car must ride on all four wheels. Cars counterbalanced to lift one or more wheels or with canted wheels will not be accepted.**
7. Wheel bearings, washers, bushings and hub caps are prohibited.
8. The car shall not ride on any type of springs.
9. The car must be free-wheeling, with no starting device or other type of propulsion.
10. The car shall not have any recess or shaping in the front that affects it position at the starting pin.

Lubrication

1. Only **dry** powder lubricants (e.g. graphite and powdered Teflon®) may be used.
2. Lubrication will not be allowed after the car has been checked-in or during the race.

END.