

Rio Grande District 2010 Pinewood Derby

Fun

***Show off your
hard work***



Rev up your engines!

Food

Trophies

**When: Saturday February 27, 2010
8:00 am**

Note: Car Check-in Friday February 26 from 6:00 PM to 9:00 PM at school cafeteria

**Where: Rio Rancho Middle School -
Cafeteria**

1600 40th Street, Rio Rancho, NM

**Who: Tigers, Wolves, Bears, and
Webelo I, II scouts (maximum 3 scouts per
rank, plus the top 3 overall scouts per pack)**

**Trophies: 1st, 2nd, and 3rd place - each rank,
1st, 2nd, and 3rd place – overall**

Hey Everyone!

It takes work to create these cars – show them off at the Pinewood derby car show! All scouts are eligible- prizes will be awarded.

Food will be available for purchase at the event.

2010 PINEWOOD DERBY RULES

Great Southwest Council, BSA

1. Length, Width, and Clearance

- a. Maximum overall width (including wheels and axles) shall not exceed 2-3/4" to prevent interference with the adjoining lanes of the track.
- b. Minimum width between wheels shall be 1-3/4" so car will clear the center guide strip.
- c. Minimum clearance between bottom of car and track shall be 3/8" so car will clear the center guide strip.
- d. Maximum length shall not exceed 7". Cars shall have a relatively blunt front-end to lean squarely against the starting device.
- e. The block of wood must be from the official BSA kit.
- f. The car must be from this program year.

2. Weight and Appearance

- a. Weight shall not exceed five (5) ounces. The readings of the official race scale shall be final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- b. Mercury or other non-solid material shall not be added to the car.
- c. LEAD may NOT be used in the car in any way. (health hazard)
- d. Details, such as steering wheels, driver, spoiler, decals, painting, and interior details are permitted as long as these details do not exceed the length, width, and weight specifications.
- e. Cars with wet paint will not be accepted.

3. Lubrication

- a. Only dry powder lubricants, such as graphite or silicone sprays may be used. Regular oils and some sprays may soften the plastic wheels.
- b. Cars may be lubricated before inspection. No further lubrication will be permitted.

4. Wheels and Axles

- a. Only the official Scout Grand Prix wheels and axles shall be used. Wheels may be sanded to remove the mold projections on the tread, but **shall NOT be SHAPED**. Beveling, tapering, thin sanding, wafering, lathe turning or other modifications to the wheels are prohibited.
- b. Wheel bearings, washers, and bushings are prohibited.
- c. The car shall not ride on any type of springs or other suspension.
- d. The car must be freewheeling with no starting device or other propulsion.
- e. All four (4) car wheels must make flat contact with the track; no "3-wheeled" cars will be allowed.
- f. The wheelbase (distance between front and rear axle) may **NOT** be changed.

5. Ground Rules

- a. If a car jumps off the track, the track will be checked and the heat will be run again. If the same car jumps the track a second time (in the same heat), it will automatically lose the heat.
- b. If a car leaves its lane and interferes with the other cars, the heat will be run again. If the same car leaves its lane and interferes with the other cars a second time, the interfering car will automatically lose the heat.
- c. If a car suffers a mechanical problem, such as losing an axle, breaking a wheel, etc., the racer will be allowed two (2) minutes for repair and the heat will be run again. If the repair cannot be made within the allotted time, the car will automatically lose the heat. Repairs will be performed in the designated Pit Area and will be witnessed by a judge. No modifications other than the repairs will be allowed. Officials may not assist with the repairs.
- d. The race will be electronically judged. If a malfunction occurs, human judges will be appointed by the Pinewood Derby Coordinator. They will be at the finish line. ALL judges must agree on the winner or the heat will be rerun.
- e. Only race officials and boys racing will be permitted in the registration and track areas.
- f. Each district must have a representative assisting with the race.
- g. All show cars must also meet these rules.
- h. The Scout will race in the age group he raced in at the Pack Derby.
- i. All proxies must be Scouts, No adult proxies, one proxy per car, and one car per proxy.

6. Inspection and Disputes

- a. Each car must pass inspection by the official inspection team before it may compete. The inspection team has the responsibility to disqualify cars that do not meet the rules. Car owners will be informed of the violations and given a chance to modify their car to meet the rules.
- b. Any participant (including the parent of the racer) has the right to appeal to the race committee for an interpretation of these rules. The race committee by majority vote will be the final judge of these rules. In case of a tie vote, the decision of the race committee chair will be final.
- c. Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.

Need more information? Contact Derby Master David Walker (505) 385-0264

Rio Grande District Pinewood Derby 2010 Registration: Event Code 703

Mail or deliver by Friday February 19 to the Council Service Center: 5841 Office Blvd. NE, Albuquerque NM 87109

Pack # _____ Contact Name: _____

Position in Pack: _____ Phone Number: _____

Enclosed is \$ _____ to register _____ Cub Scouts at \$8.00 per entry

\$ _____ to register _____ \$5.00 late fee after February 19 (Total of \$13.00)

Note: This year All cars will be participating in Drag Race and Car Show covered by the single fee

Scouts Registering:

(List all entrants)

Tigers	1.	2.	3.
Wolves	1.	2.	3.
Bears	1.	2.	3.
Webelos 1	1.	2.	3.
Webelos 2	1.	2.	3.
Overall	1.	2.	3.