



Every year more than a million Cub Scouts and adult partners team up to participate in a Pinewood Derby, a tradition that goes back generations. As a coach and a Cub Scout design, carve, paint, weigh, refine, and race the car, a bond of partnership is created. This is at the heart of the event's success. In addition, Cub Scouts build confidence and take pride in their own growing skills and hard work. So, enjoy the ride!

### **Much More Than a Race**

While the exhilaration of the actual race lasts only moments, the Pinewood Derby experience lasts a lifetime. The benefits, for Cub Scout and adult, are discovered through the derby process itself: strengthening bonds, sharing responsibility, developing teamwork, learning new skills, exercising creativity, building sportsmanship, and making new friends.

### **Sportsmanship - The Big Win!**

The father of the Pinewood Derby, Donald Murphy, described his vision for the event to Scouting magazine in 1999: "I wanted to devise a wholesome, constructive activity that would foster a closer father-son relationship and promote craftsmanship and good sportsmanship through competition." As Cub Scouts learn the skill of good sportsmanship, they are better able to recognize and appreciate the new skills they've acquired, to show respect to all those involved, and to experience the fun and excitement of competition.

### **Did You Know?**

- Last Year's winners were John Hughes, Michael Aguir and Kevin Hughes. Two of the 3 are still with the Pack and eager to retain their top spots!
- If a Pinewood Derby car racing down the track was enlarged to the size of a real automobile, it would be speeding at more than 200 miles an hour. That's fast!
- Over the years, Cub Scouts have built close to 100 million Pinewood Derby racers. That's a lot of cars!
- If you lined up all the Pinewood Derby race cars, bumper-to- bumper, they would reach more than 7,000 miles—far enough to stretch from Charlotte, North Carolina, to the North Pole!
- Reader's Digest magazine included the Pinewood Derby in its 2006 Best of America list as "a celebrated rite of spring." Way to go, Cub Scouts!
- No Pinewood Derby car has ever used a drop of gasoline. Gravity rules!

**January 12, the Milford Scout Shop will be holding a "Champ Camp." They will have car cutting, a track to test your car on, scale for weighing, and lots of fun.**

#### 2019 Pinewood Derby Events

March 13<sup>th</sup> – Den Meeting  
*Courtesy Weigh-in – 6 to 7pm*

March 16<sup>th</sup> – Pinewood Derby Race Day  
*Official Weigh-in – 12pm to 12:30pm*  
*Racer Check in – 12pm to 1pm*  
*Racer Photos – 12pm to 1pm*  
*Pre-Race Announcements – 12:45pm to 1pm*  
*After completion of Official Races, we will be holding Unofficial Family "Outlaw" Races. Build a car and join in!*

*Official Races begin at 1pm and end when we have a winner. Outlaw Races begin 15 minutes after Official Race.*

## Official Race Rules

All cars must pass inspection to qualify for the race. The inspection points are as follows:

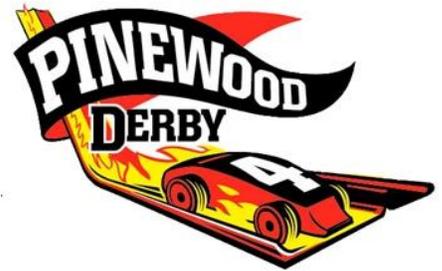
1. PINEWOOD DERBY CARS must have been made in the 2018-2019 program year.
2. Scouts must use the standard BSA Cub Scout Pinewood Derby kit provided by the Pack.
3. Wheels must be official BSA Pinewood Derby wheels included in your kit.
4. Axles and body wood shall be as provided in the kit. NOTE: Only the nail axles that come with the BSA kit are acceptable.
5. You must use the slots that come with the car. You may true up the slot but they must not be moved. If they are moved the car will be disqualified.
6. Wheel bearings, washers, and bushings are prohibited.
7. Wheel may not be altered in any way. Mold projections on the wheel treads may be lightly sanded off, but the width of the wheel tread must not be made narrower or rounded.
8. The car shall not ride on any kind or type of springs.
9. Any details added must be within length, width, and weight limits.
10. The car must be freewheeling, with no starting devices.
11. No loose materials of any kind (such as lead shot) are permitted on the car.
12. Oil, grease, or silicone spray should NOT be used on the wheels or nail axles. Only powdered graphite is permissible as lubricant on the nail axles.
13. If setting weights under the car make sure they are recessed (the car has to have clearance underneath for the track guide). Do not move the wheels in or out for the same reason.
14. The width of the car shall not exceed 2 3/4 inches. The length of the car shall not exceed 7 inches.
15. The weight of the car shall not exceed 5 ounces. NOTE: All cars will be weighed on the official Pack scale. Any car weighing over the 5.0 ounces must be adjusted at weigh-in. Tools will be available for a parent or guardian to trim excess weight from the car.
16. A parent or adult guardian must be present with the Cub Scout during weigh-in and registration NOTE: Weigh-in will be held between 12pm and 1pm on March 16, 2018. The car will be weighed and turned over to the race official until race time. Please bring a shoebox to store your car.
17. Cars that were not present at the weigh in will not be permitted to race, unless prior arrangements were made with the Race Committee.
18. The position of the wheels on the block off wood cannot be moved forward, backward, up, down, in or out.
19. In the event a car jumps the track (as determined by the two track officials) we will re-run the heat. If the same car jumps the track a second time, but crosses the finish line its time will stand. If it does not cross the finish line it will be awarded a final time of 5.0 Seconds.
20. If there is a problem with the timing measurement of any lap, the race organizers will rerun the lap until a successful timing is achieved.
21. Any car that is damaged during a race or in the transfer of a car to/from either the starting or finishing gate will have 5 minutes to repair the damage, and we will re-run the heat. If the car breaks down a second time during a race but crosses the finish line its time will stand. If it does not cross the finish line it will be awarded a final time of 5.0 Seconds.
22. **ALL Racers and Cars** must be checked in and ready to race before 1pm. No racers or check-ins will be allowed after 1pm.



- All Racing Scouts will be asked to sit together in the "Racers Pit Area".
- Trophies will be given for 1<sup>st</sup> Place, 2<sup>nd</sup> Place and 3<sup>rd</sup> Place.
- Awards will be given for Best Car Design, Most Unique Car Design, and in Pack Tradition we will give an award to our "Slow Poke Driver" for the slowest car of the day.

## General Rules for Outlaw Class Race

1. Previous years' cars may be raced in the "Outlaw Class".
2. Cars should be made with the official BSA Pinewood Derby kit. Pre-cut car kits found at the scout office or craft stores may be used.
3. Cars must comply with the following specifications:
  - **Weight:** Cars must weigh no more than **5.0 ounces** as measured on the official scale at the event.
  - **Width:** The maximum width of the car, including wheels and axles, must not exceed **2-3/4 inches**.
  - **Height:** The maximum height of the car must not exceed **3-1/2 inches**.
  - **Bottom Clearance:** The distance between the bottom of the wheels and the bottom of the lowest point of the car other than the wheels must be at least **3/8 inch**.
  - **Width Between Wheels:** The distance between the innermost edges of the left and right wheels must be at least **1-3/4 inches**.
  - **Wheelbase:** There is no restriction on the distance between the front and rear axles.
4. The car design may be enhanced by the addition of other stable materials such as plastic or metal. Any additions must be firmly attached and meet car size requirements.
5. No part of the car may protrude beyond the starting peg or gate.
6. The following items are prohibited:
  - Starting devices or propellants (A starting device is something that alters the rotation or spin of the wheel.)
  - Electronic or lighting devices that interfere with the race electronics
  - Liquids, wet paint, oil, sticky substance, or powders of any kind (other than dry axle lubricant)
7. No part of the car, other than wheels, may be capable of contacting any part of the track, other than the starting peg or gate.



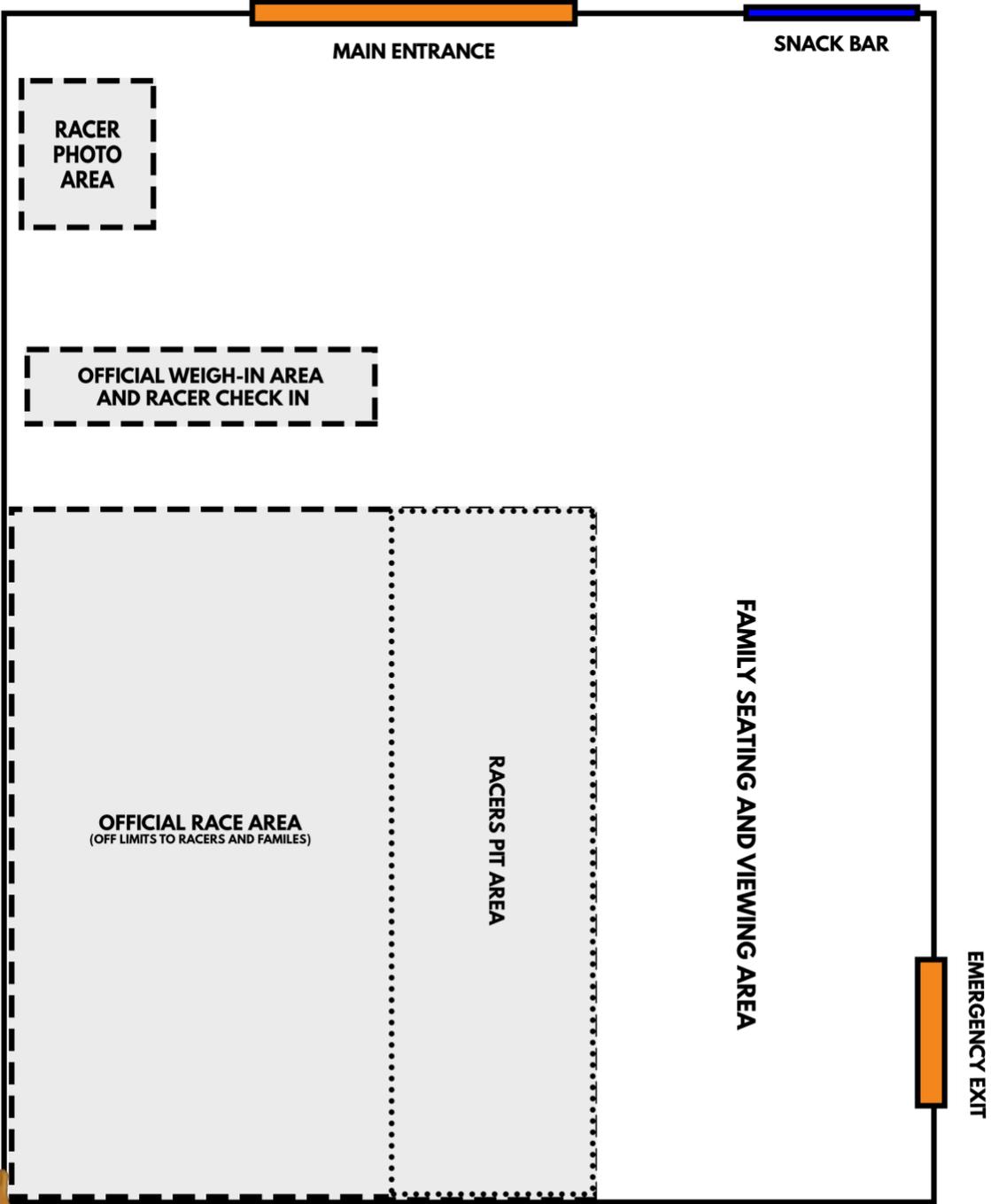
### Wheels & Axles

1. Cars should be made with the wheels and axles that come with the official BSA Pinewood Derby kit or Wheel Replacement kit. Wheels and axles must conform to the following specifications:
  - Wheel diameter must not exceed **32mm**.
  - Wheels must be constructed of plastic, rubber, or polyurethane.
  - Wheel treads may not be rounded, tapered, grooved, V-cut or H-cut.
  - The entire tread of each wheel must be parallel to the axle bore.
2. The wheels must be attached directly to the axles and spin freely.

### Officiating & Racing

1. Cars race in "Check-In" condition. Once a car has been officially checked-in and qualified to race, it may not be handled other than in transporting it to and from the staging area between race heats. If a car requires repair or modification after check-in, the car must be re-qualified before being allowed to race again.
2. Only the person who is the owner of a car to be raced may place the car on the track.
3. A person may only race his or her own car.
4. A car may be reclassified or disqualified if race officials determine that the car fails to meet class-specific requirements and specifications.
5. The decisions of the Judge(s) and/or Race Official(s) are final.

# Raceway Map



(NOT TO SCALE. SUBJECT TO CHANGE)