



## Pack 914 2012 Derby Rules

# “Gentlemen, Start Your Engines” and Ladies, too...

Yes... It's that time again for the  
2012 Pack 914 Pinewood Derby Race.

When: **Saturday March 10th, 2012**

Location: Trinity Baptist Church – Gymnasium Building  
557 Olivina Ave. Livermore

Check-in: 9:45 – 10:45 a.m.

Judging: 10:45 – 11:00 a.m.

**Races Begin 11am Sharp!**

### Race Categories:

- Group A: Tigers, Wolves – (Standard BSA Race Rules Apply)
- Group B: Bears, Webelos – (Standard BSA Race Rules Apply)
- Group C: Scout Leaders, Parents, & Siblings – (Non-BSA Pro Modified Race Rules Apply)

### Race Awards:

- Trophy awards will be given to the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> fastest cars for each race category.
- Trophy awards will be given for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> “Best of Show” design judging contest for each race category.
- Event participation patch for each race contender.
- **Food will be available at this event.**

# **Derby Car Rules & Regulations**

**(Standard BSA Race Rules for Race Categories A & B only)**



## **Derby Car Dimensions**

- The overall length of the car shall not exceed 7 inches.
- The overall width of the car shall not exceed 2- $\frac{3}{4}$  inch.
- The car must have 1- $\frac{3}{4}$  inch clearance between the wheels (e.g. the distance between the two front wheels. The same measure also applies to the distance between the two rear wheels).
- The car must have at least a  $\frac{3}{8}$ -inch clearance underneath the body so it does not rub on the track.

## **Weights & Attachments**

- The car weight shall not exceed **5.0** ounces after final assembly of car.
- Proper weight placement is the responsibility of the builder to achieve the maximum **5.0** ounces weight limit. It's recommended that hollowing out cavities in the car's pine block frame and inserting lead or other metal materials work best.
- Prior to check-in, weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws, but not by "sticky substances", e.g. tape, or tack spray. Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, non-sticky, etc.
- An official race scale will be used to check-in each derby car(s). All decisions regarding acceptance of entry will be made by the race official and will be considered final.  
No exceptions!

## Wheels

- You must use the Official BSA wheels provided in your derby kit, no aftermarket wheels. You are allowed to remove seams and imperfections from the wheels only, and/or you may paint the wheels for a desired look. However, for the standard race only, the wheels may not be cut, drilled, beveled, or rounded on the tire surface.
- **(NEW RULE FOR 2012 - IMPORTANT)** To qualify for either the Standard and Modified races, each car will be placed on a flat surface at rest mode, in which three of its wheels must be touching a flat surface at all times. It's permissible to have only one wheel from either front or rear, which is known to be the "Floating Wheel". Cars cannot teeter on two wheels at rest mode and must be corrected prior to race day. Each car will be inspected for this rule with NO EXCEPTIONS!

## Axles

- The axles may be polished and lubricated. Lubricants cannot be dripping when the car is in motion or at rest. We suggest using furniture polish, such as Pledge, or using sand paper or steel-wool to achieve desired axles conditions.
- We suggest that all axles be glued in place to prevent a wheel from coming off during a race.
- Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track. There will be a lubrication table set up at the race. All dry lubrication will be applied to the car's wheels before the car is checked in before the beginning of the first race. After the car has been inspected and accepted by the track officials, at any time no type of lubrication will be applied to the car's wheels. If a race contestant touches their car after the car has been inspected and placed on the race table they are subject to be disqualified from all races. No exceptions!
- **(Enforced Rule for 2012)** You cannot alter the original axle locations on the pine block. However it's permissible to re-drill the axle's holes if you decided not to use the pre grooved axles in the pine block, but each hole must be drilled at the same original axle location. Each car will be inspected for this rule with NO EXCEPTIONS!

## Other building Materials Can Be Used

- The official BSA pine wood block must be used from the kit. The pine block may be shaped in any form desired by the builder, which will act as the overall support frame for the car. However, you can add other materials to the original pine block, such as Balsa-wood, plastics, cloth or metals to enhance the design / theme of the car, but the overall design of the finished car cannot exceed the 5oz. weight limit.

### **Car Modifications Are Not Allowed For This Race Category**

- Wheel bearings, washers or bushings are prohibited.
- The car must not ride on any type of springs.
- No starting devices. The car must be freewheeling.
- All car modifications, such as wings or other theme attachments, must be secured to car at all times. If at anytime part(s) come off the car during handling or racing of the car, repairs are not allowed to reattach the broken item(s).
- No food items such as cake sprinkles, candy, frosting, etc. can be attached to a car.

### **Gravity Powered**

- The racecar may not be constructed or treated in such a way that the track's starting mechanism impairs momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.)

### **Failure to Pass Inspection**

The Inspection Committee shall disqualify a car(s), which does not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his/her car did not pass. Cars, which fail the initial inspection, may be modified in the "pit area" and then brought back for re-inspection before the registration table closes.

Note: The check-in equipment being used by the Inspection Committee will be the considered as the official equipment, or measuring tools/gauge, to determine acceptance for entry to the race event. There may be variances between your sale and the official scale. Please be prepared to make adjustments to your car(s), if necessary.

No car may be altered in any way after it has been registered. After a car passes registration, it will be stored by the Pinewood Derby Race Committee until race time.

### **REMEMBER**

***Each car must pass inspection by the official Inspection Committee before it will be allowed to compete. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications.***

# **Derby Car Rules & Regulations**

**(Non-BSA Pro Modified Race Rules for Race Category C only)**



## **Pinewood Derby Car Dimensions**

- The overall length of the car shall not exceed 8 inches.
- The overall width of the car shall not exceed 3 inches.
- The car must have 1-<sup>3</sup>/<sub>4</sub> inch clearance between the wheels (e.g. the distance between the two front wheels. The same measure also applies to the distance between the two rear wheels).
- The car must have 3/8 inch clearance underneath the body so it does not rub on the track.

## **Derby Car Weight & Attachment**

- The car weight shall not exceed **8.0** ounces after final assembly of car.
- Proper weight placement is the responsibility of the builder to achieve the maximum **8.0** ounces weight limit. It's recommended that hollowing out cavities in the car's pine block frame and inserting lead or other metal materials work best.
- Prior to check-in, weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws, but not by "sticky substances", e.g. tape, or tack spray. Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, non-sticky, etc.
- An official race scale will be used to check-in each derby car(s). All decisions regarding acceptance of entry will be made by the race official and will be considered final.  
No exceptions!

## Wheels

- You are able to use any type of aftermarket pinewood derby wheels for your car, or you can use the BSA wheels, which are provided in your derby kit. For after market wheels, there's no limitations on style or color, however the after market wheels can't exceed past the original BSA 1-3/8" diameter wheel and the width of the wheels can't be less than 5/16" and No Pro Razor Wheels (*shown below*)



- You are allowed to remove seams and imperfections from the wheels only, and / or you may paint the wheels for a specific desired look.
- (NEW RULE FOR 2012 - IMPORTANT)** To qualify for either the Standard and Modified races, each car will be placed on a flat surface at rest mode, in which three of its wheels must be touching at all times. It's permissive to have only one wheel from either front or rear, to be the "Floating Wheel". Cars cannot teeter on two wheels at rest mode. Each car will be inspected for this rule with NO EXCEPTIONS!

## Axles

- To encourage those individuals with creative juices that are itching to try new ideas, there are no limitations on wheelbase positioning but the outside edge of the wheels cannot extrude past the car's nose or the rear end.
- The axles may be polished and lubricated. Lubricants cannot be dripping when the car is in motion or at rest. We suggest using furniture polish, such as Pledge, or using sand paper or steel-wool to achieve desired axles conditions.
- We suggest that all axles be glued in place to prevent a wheel from coming off during a race.
- Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track. There will be a lubrication table set up at the race. All dry lubrication will be applied to the car's wheels before the car is checked in before the beginning of the first race. After the car has been inspected and accepted by the track officials, at any time no type of lubrication will be applied to the car's wheels. If a race contestant touches their car after the

car has been inspected and placed on the race table they are subject to be disqualified from all races. No exceptions!

### **Other Materials Can Be Used**

- The official BSA pine wood block must be used from the kit. The pine block may be shaped in any form desired by the builder, which will act as the overall support frame for the car. However, you can add other materials to the original pine block, such as Balsa-wood, plastics, cloth or metals to enhance the design / theme of the car, but the overall design of the finished car cannot exceed the 8oz. weight limit.

### **Car Modifications Not Allowed**

- Wheel bearings, washers or bushings are prohibited.
- The car must not ride on any type of springs.
- No starting devices. The car must be freewheeling.
- All car modifications, such as wings or other theme attachments, must be secured to car at all times. If at anytime part(s) come off the car during handling or racing of the car, repairs are not allowed to reattach the broken item(s).

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Note: The check-in equipment being used by the Inspection Committee will be the considered as the official equipment, or measuring tools/gauge, to determine acceptance for entry to the race event. There may be variances between your sale and the official scale. Please be prepared to make adjustments to your car(s), if necessary.

No car may be altered in any way after it has been registered. After a car passes registration, it will be stored by the Pinewood Derby Race Committee until race time.

### **REMEMBER**

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## **GENERAL RACE RULES**

### **Car Handling Responsibility**

Only a member of the official race committee is allowed to handle the derby car(s) once registered and checked-in!

### **Car Leaves Track or Lane**

If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If the car leaves its lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves its lane and interferes with another car, that car will be judged as finishing in last place, and the race will be re-staged and re-run without that car.

If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.

### **Track Fault**

If a car leaves its lane, at their sole discretion, the Trackmaster may inspect the track and, if a track fault is found which is probable to have caused the initial violation, the Trackmaster may order the race heat to be rerun after the track is repaired.

## Car Repairs

- **(Without Fault)** If, during the race, a wheel falls off or the car becomes otherwise damaged, then the car's registered owner may, to the best of his/her ability, perform repairs with the assistance of his adult partner before the race officials may implement their next race and or a time limit issued.
- **(With Fault)** If a car is damaged due to track fault, or damage caused by another car or person, then the Trackmaster, at his/her sole discretion, may allow additional repair assistance to the registered owner's car. No lubricants can be added at this time and car must race in its "as is" condition.

## The Race Area

Only race officials may enter the track area. This rule will be strictly enforced and barrier tape and/or cones may be used to ensure equipment and personal safety of the event.

**(NEW FOR 2012) At the end of each race and after the "permission of the Finish Line Official", it's permissive to have each Scout, Scout Leaders, parents, and siblings to retrieve their cars and carry them back to the holding table until their next race.**

**This year we're encouraging Scout participation and to enhance their excitement of the race by allowing them to retrieve their cars from the finish line, to the holding table, however keep one thing in mind, car are subject to damaged if not handled with care and placement for a trophy can be jeopardized.**

## Finish Line Judging

All "1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> placement cars will be verified, confirmed, and finalized at the finish line by a Digital Sensor System and all placement scores will be calculated and logged using computer scoring software. There will be a Finish Line Judge that will log all scoring times as a backup to the computer scoring. The car whose nose is first over the finish line will be declared the winner of that heat.

If the Finish Line Judges cannot agree on the heat winner, at their discretion, the heat will be re-staged and re-run. Finish Line Judges will temporarily excuse themselves if they know that one of the heat contestants is a son or relative. Backup Finish Line Judges shall be available in case a judge needs to be excused for any reason. If, during a race heat, no car reaches the finish line on the track, the car that went the farthest in its lane shall be declared as the heat winner.

## **A SPECIAL NOTE: PLEASE READ THIS TO YOUR SON(S)**

This project is a parent and son(s) event, and is recommended by the Pinewood Derby Committee **STRONGLY SUGGESTS** that each parent emphasize this idea with your son(s).

### **Sportsmanship**

Two things the Pinewood Derby requires each participant to learn are 1) the craft skills necessary to build a car, and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called "sportsmanship".

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called "Having respect for others". The second thing to remember is to follow the rules. "Without rules", there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules.

"This is often called being honest". The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy.

Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat.

*If you lose, you must not feel jealous or bitter and leave early before the race is over.* To be a good sportsman, you must be able to "say, I did my best" and be satisfied with the results and support your friends and family members who are doing well in the race. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.

**We wish you the best of Luck !**

**Contact for Questions – Race Coordinators:**

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