



PINEWOOD DERBY OFFICIAL RULES

February 26, 2022



Rule #1: *Do Your Best and Have Fun!!*

Rule #2: *Select the Race You Want to Compete In (Standard Cub Race or Family Open Race)*

Rule #3: *BE SURE YOU FOLLOW PACK 58's GUIDELINES! OUR RULES ARE SLIGHTLY DIFFERENT FROM OTHER PACKS AND WE WANT TO MAKE SURE THERE ARE NO DISQUALIFICATIONS!!*

• **Standard Race: This race is only for all active Pack 58 Cub Scouts.**

- All Cubs formally registered with Pack 58 in "Scoutbook" will be automatically placed in the Standard Race, to compete for fastest car (as determined by computerized timer speed).
- Cubs that do not sign-in by 12:30pm on Race Day will be disqualified from racing; Cubs can still race in the "Open" or Family heats at the end of the day.
- Cars will never race in the same lane twice and the top time from all their heats will be used to determine the winner by rank.
- Cubs may also choose to compete in the following Pack-wide design categories (winners to be selected by judges):
 - **Best Scout Theme** – Car design and decoration best represents Scout Spirit!
 - **Most Patriotic Theme** – Car design that best demonstrates American Spirit! (*Cubmaster's request: The Pack is non-partisan. Please no political designs!*)
 - **Cubmaster's Choice Award** goes to the design and construction effort that catches the Cubmaster's admiration! Usually goes to most original or unique!
 - **Nuts & Bolts Award** goes to the best "engineered" car as decided by judges.
- Design certificates will be awarded in each rank for the following: **Most Creative, Best Craftsmanship, Most Original, Best Theme, Best NASCAR-inspired design**

• **Open Family Race:****

- This race is for any entrant. Cubs or older Scouts from any unit may participate, but Cubs must enter secondary cars.**
- Scout Leaders, Parents, other Adults may participate. Siblings or Friends of any age may participate.**
- All entrants will race against each other. Top Times will receive a trophy.
- ****NOTE: IF AN ENTRY HAS PREVIOUSLY WON A PACK 58 DERBY TROPHY, IN EITHER STANDARD OR OPEN CATEGORIES, IT CANNOT BE RE-ENTERED INTO THE OPEN RACE... LETS GIVE NEW CARS A CHANCE TO WIN!!**

Rule #3: Follow the Official Guidelines:

- **Standard Cub Scout Race.**
 - THE PACK WILL HAVE A “TUNE-UP” STATION AT THE RACE FOR LAST-MINUTE TWEAKS BEFORE CHECK IN. We also have extra supplies if you lose them or need help!
 - **KEY RULES TO FOLLOW (most often confused):**
 - **FINAL WEIGHT OF CAR CANNOT EXCEED 5.0 oz at weigh-in**
 - **WHEELS CANNOT BE MODIFIED or NARROWED; must be standard width**
 - **ALL 4 WHEELS MUST MAKE CONTACT WITH TRACK; cannot ride on 3 wheels**
 - **WHEELBASE CANNOT BE EXTENDED beyond the measurement of pre-cut slots**
 - The car you race must be **new**; one built this School Year (2021-22) for this race. Scouts should complete as much work as possible on the car, with help only as needed for safety and fun. Lions will need more help, Webelos should be doing most of it!
 - All cars must use the Official BSA pine block kit supplied by the Pack, along with the kit axles and wheels. Extra kits can be purchased if entering a 2nd car in the Open Race
 - The axles and wheels may not be modified, but you can remove irregularities (burrs, seam bumps, etc.).
 - All 4 wheels must make contact with the track (cannot run on 3 wheels)
 - WIDTH: The pine block can be modified in any way you wish, but the space at the axles (1 ¾” width of block at each axle) **must not be changed** so car will fit on the track.
 - WHEELBASE: the distance between the pre-cut axles cannot be lengthened; **4 3/8” max.**
 - Weights and decorations should be securely attached to the car.
****NOTE!! TO ENSURE MAXIMUM SAFETY FOR OUR SCOUTS & FAMILIES, ALL LEAD-BASED WEIGHTS ARE PROHIBITED!** (includes fishing lures and other home-made options; check hobby stores & Amazon for “Pinewood Derby Weights” like “tungsten”.)
 - Paints and adhesives must be completely dry by check-in time.
 - The center of the racetrack is raised to guide the cars; **do not allow anything to extend below the bottom of the pine block.** This will also increase friction and make it slow!
 - Any weights on the bottom of the car should be recessed into the wood.
 - Cars must be able to fit on the track and not impede competitor’s cars.
 - **The maximum weight of the completed car is 5.0 ounces.** Without any weights, the care will go very slow... try to get close to 5 ounces if you can.
 - **The maximum overall length is 7 inches.**
 - **The overall width, including wheels, is not to exceed 2 ¾”.**
 - **To fit below the finish gate, the maximum height of the car/decorations is 4 7/8”.**
 - Only dry lubricants may be used (such as Graphite powder).
 - Prohibited items include: motors, rubber bands, springs, starting devices, propulsion devices, bearings, bushings, washers, skids/runners, non-kit axles, non-kit wheels.
 - **Scout Spirit shall prevail!**
 - For any questions about the rules or items not covered in these rules, the Cubmaster will have the final say.
 - **DESIGN/DECORATION REQUEST: Please avoid overt POLITICAL, COMMERCIAL, or similar promotions when decorating cars.**
- **Open Family Race.** Brothers, sisters, parents & friends are welcome to enter a car!
 - All above rules still apply. Anyone can enter!
 - **Previous Pack 58 winning cars cannot be re-entered in the Open Race. If an old car did not win and you want another shot after souping it up, that works! It can’t be a previous winner (1st, 2nd or 3rd Place in any Standard Race)**

Race Day, February 26, 2022

- Wear your full Class-A Scout uniform as this is an official Cub Scout Event!
If you are new to the Pack and have not bought one yet, “Class B” T-Shirts are OK.
- **ALL PARTICIPANTS & FAMILIES MUST WEAR MASKS AND PRACTICE SOCIAL DISTANCING.** PARENTS ARE RESPONSIBLE FOR MANAGING CHILDREN TO MAINTAIN A SAFE COMMUNITY EVENT.
- **Be sure to check your car in on time... get there early!**

CHECK IN B/W 10:30AM--12:00PM. RACES START AT 1PM, EVENT ENDS BY 4:30 PM

- 1pm: Lion Cub Heats
 - 1:30pm: Tiger Cub Heats
 - 2:00pm: Wolf Cub Heats
 - 2:30: Bear Cub Heats
 - 3:00pm: Webelos & Arrow of Light Heats
 - **PACK CHAMPIONSHIP HEATS:** 3:30pm (*Top 3 from each rank*)
 - Family/Open Races: 4pm
 - 4:30-5pm: TEAR DOWN/CLEAN-UP
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- Due to the need to load entries in the computer system for this event, **we cannot accept cars that are checked in late.** If there is a chance you are unable to make the check in time, please make arrangements with your Den Leader or Mr. Rob. You can always have someone check in your car on your behalf.
 - Race officials will check each car for compliance, and space will be available for tune-ups. The track will not be open for testing.
 - When your car is ready and lubricated, you will give it to a Pit Boss to be measured and weighed. If necessary, you can add or remove weight as needed. A repair station will be on-site
 - After passing the check-in process all cars will be “impounded” until the completion of race circuit.
 - After check-in & prior to the race, cars will be displayed & judged for designs
 - Five Heats will be run in six-car heats by Rank, rotating cars on different tracks. At the end of each set, the 1st, 2nd & 3rd Place winners will be announced for that Rank.
 - **After all Rank Races are complete the 1st, 2nd & 3rd Place cars will move on race to determine the overall Pack winner.** If your Cub is a winner, please return by 3pm!!

Have Fun, Good Luck... and DO YOUR BEST!