



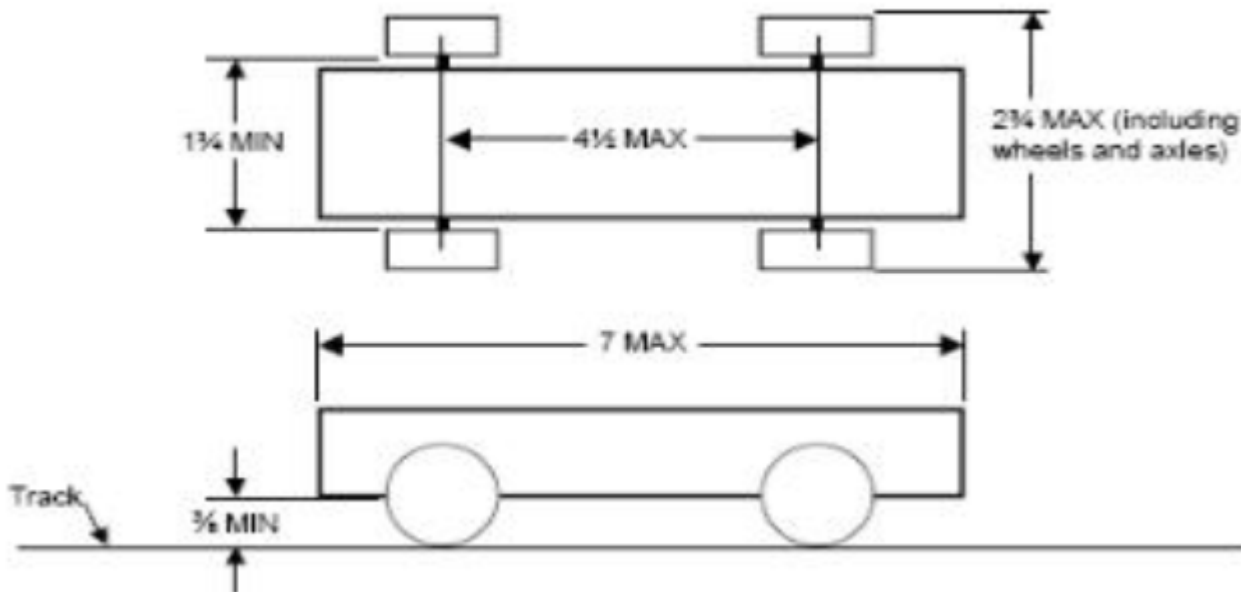
## 2010 MONTGOMERY DISTRICT PINEWOOD DERBY RULES - FOR ALL PACKS -



### Race Eligibility

- a) The first place car for each rank level (Tiger, Wolf, Bear, Webelos I, Webelos II) in each pack is eligible to compete in the district race.
- b) There will be a multiple district races by region. Most packs will be attending a regional district race that is similar to the previous year's district races (Black Hills, Forest Oak, etc.). For those packs that have not participated in a district race before, please contact the Montgomery District pinewood derby chair for a regional assignment.
- c) The Scout must be present to race his car. If a qualifying scout can not attend the race, the pack may alternatively elect to send a substitute Scout and car to the race.
- d) Each car must pass inspection and weigh-in before it can compete. The Inspection Team has the right to disqualify those cars which do not meet the District rules. Car owners will be informed of the violations and given the opportunity to modify the car to meet the Derby Rules prior to the start of the race.
- e) Any participant (including the parent of the participant) has the right to appeal to the Pinewood Derby Race Committee for an interpretation of these rules. Decisions of the Race Committee and the Pinewood Derby Race Chairman will be final.
- f) Each Pack **MUST** provide the name of one person who, if necessary, can be called upon to assist with Derby Day jobs. If no volunteer is shown on the registration form, the pack official signing the registration will be the individual contacted prior to Derby Day for job assignments.
- g) By signing the Montgomery District Pinewood Derby Registration Form, a unit leader acknowledges that his/her Pack's cars meet the 2010 Montgomery District Derby requirements and that all competitors agree to abide by these rules.





## 1) LENGTH, WIDTH, AND CLEARANCE

- h) Maximum overall width including wheels and axles =  $2\frac{3}{4}$  inches.
- i) Minimum width between wheels =  $1\frac{3}{4}$  inches.
- j) Minimum clearance between bottom of the car and track =  $\frac{3}{8}$  inches. If you put weights under your car, recess them into a hole in the underside of the car's body.
- k) Maximum car length = 7 inches. This measurement includes any additional decorations added to the car such as wings and spoilers.
- l) Wheelbase (distance between front and rear axles) must not be more than  $4\frac{1}{2}$  inches.
- m) Commercially precut Pinewood Derby car kits may be used if they meet the above specifications. Wheels and axles in the commercial kits may not be used. Only wheels and axles from official Cub Scout Pinewood Derby Kits can be used. The solid metal axles, wheels and end caps found in commercial kits may not be used.

## 2) WEIGHT AND APPEARANCE

- a) Weight  $\leq$  5.095 ounces. 5.09 is acceptable but 5.10 is too heavy. The readings of the official race scales by the Inspection Team are final. The car may be hollowed out and built to the maximum weight by the addition of wood, metal, plastic, paint, or decals 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) Details and additions such as steering wheel, driver, spoiler, and decals are permitted as long as they do not cause the car to exceed the specifications identified in Section 1 of these Rules.

- c) Cars with wet paint or glue will not be accepted at registration or weigh-in.
- d) Mercury shall not be used in adding weight to the car.

### **3) WHEELS, AXLES, AND LUBRICATION**

- a) Wheels - Only the wheels and axles provided with an official Cub Scout Pinewood Derby Car Kit can be used. Official Cub Scout Pinewood Derby wheels that are sold separately (i.e. colored wheels) may also be used.
- b) Four wheels must be used, one per axle - no more, no less.
- c) Axles on the car may be polished.
- d) Mold projections on wheel tread - Mold projections on a wheel's tread may be removed but the wheel should not be otherwise sanded or altered in any way.
- e) Bearings, spacers, etc. prohibited - Use of bearings, bushings, spacers, or the like between the wheel and car body are prohibited. Wheels must come in direct contact with the car.
- f) Wheel coverings prohibited - A covering placed on a wheel rim that might hold graphite or lubricant around a nail axle head is not permitted.
- g) No mechanical propulsion - The car must be freewheeling with no starting devices, springs, or other methods of propulsion. No magnets are permitted anywhere on the car.
- h) Only dry powdered lubricants, such as graphite, may be used. Remember oils and silicone sprays may soften the wheels and are prohibited.
- i) Wheel alteration prohibited - use of any type of beveled, tapered, thin-sanded, wafered or lathe-turned wheels is prohibited. Any attempt to reduce the running surface of the wheel in this fashion will disqualify the car.

### **4) INSPECTION**

- a) Each car must be registered, numbered, and pass inspection and weigh-in before it can compete in the Derby.
- b) The Registration and Inspection Team, appointed by the Chair, may disqualify those cars that do not meet the 2010 Montgomery District Pinewood Derby Rules.
- c) The Scout will be informed of the violations and given an opportunity to modify the car to meet these Rules before the start of the race.
- d) Once a car is inspected and registered, only Derby Committee officials will handle the car.

- e) Be sure to lubricate the axles and complete any last minute repairs before you register your car.

## **5) RACING RULES**

- a) Cars must be made for the 2010 Pinewood Derby. Derby cars raced in prior year's competitions are not permitted.
- b) All Scouts and Leaders must wear uniforms to the Derby in accordance with their pack's uniform guidelines.
- c) The Derby will be double elimination with each car running at least twice before being eliminated from the competition.
- d) For all the heats having 3 or 4 cars racing, the first and second place cars will count as a "win" for the heat and the third and fourth place cars will count as a "loss" for the heat. Once a car has two losses, it will be eliminated from the competition.
- e) The following rules apply to racing:
  - i) If a car comes off the track during a heat, a "No Race" will be declared and the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.
  - ii) If a car leaves its lane and interferes with another car, a "No Race" will be declared and the heat will be run again. If the same car leaves its lane a second time and/or interferes with another car, the interfering car will automatically lose the heat.
  - iii) If a car suffers a major mechanical problem, a "No Race" will be declared and the Scout with a sponsoring adult will have five minutes to accomplish repairs. The heat will be run again. If the car is unable to compete, the damaged car will automatically lose the heat.
  - iv) If a car or cars do not make it to the finish line, the car closest to the finish line will be declared the winner.
  - v) Cars participating in heats will be randomly selected from the entries for each rank.
- f) Only Derby officials will be permitted into the track, registration, and judging areas. This rule will be strictly enforced up to and including disqualification.
- g) If there is a failure of the electronic finish or the judges, appointed by the Chair, to determine a winner and/or heat standings, the judges may require that the heat be run again.
- h) If there is a failure of the electronic finish, the heat will be rerun.

- i) In the event of a tie, the following will apply:
1. If the tie is for first place in the heat, both cars will be counted as a "win" and the second and third place cars will be counted as a "loss".
  2. If the tie is for second place in the heat, the first place and both second place cars will be counted as a "win" and the third place car will be counted as a "loss".
  3. If the tie is for third place in the heat, the first and second place cars will be counted as a "win" and both the third place cars will be counted as a "loss".
  4. If the tie is in a "one on one" or "head to head" race, then the race will be rerun with the cars switching lanes.
- j) Only Derby officials will be permitted into the track, registration, and judging areas. This rule will be strictly enforced up to and including disqualification.

## **6) DISQUALIFICATION AND DISPUTES**

- a) The Scout owner of a disqualified car will be given the same general award received by other Scouts at the Derby and will be given an opportunity to participate in the Derby in some other way.
- b) At the discretion of the Chair, the Scout owner of a disqualified car may do one or more of the following:
- i) The disqualified car can act as a pace car before the official racing begins to test the track.
  - ii) The Scout owner of a disqualified car can do any other thing, except race his car in official competition that the Chair and parent or sponsoring adult of the Scout deem appropriate and beneficial for the Scout.
- c) Any Scout competitor (including the parent or sponsoring adult of the Scout) can appeal to the Chair for an interpretation of these Rules.
- d) Decisions of the Chair are final.
- e) Decisions of the Judges during all heats and races are final.

## **7) AWARDS**

- a) A participation award will be presented to each Scout racing a car in the Derby.
- b) Other prizes/awards/trophies, as determined by the Chair, may be given to participating Scouts depending on the final standing of the Scout's car, other race results, and judging.

Questions concerning these rules or the derby, please contact Montgomery District Pinewood Derby Chair Bill Williams anytime at [trainbb@aol.com](mailto:trainbb@aol.com) or (301) 330-0206