

2012 Lighthouse District South Florida Council Boy Scouts of America Pinewood Derby-General Guidelines

Cost: \$5.00 per car entered

Upon arrival, all drivers shall:

a: Make final adjustments to cars.

b: Report to the registration and inspection tables.

Note: Cars will remain in possession of officials, except as indicated below, until completion of all heats.

1. All cars **must** pass inspection to qualify for the race. The inspection points are as follows:
 - a. The car must have been made during the current year of scouting and should have been made by the Scout with limited assistance from parent. An Open Class (defined as anyone that is not a Cub Scout) will allow for those wishing to compete as well.
 - b. The overall width of the car shall not exceed 2 ¾ inches (inclusive of wheels). Do NOT change the width of the car. The tracks are designed to use the same width that the car comes with originally.
 - c. The length of the car shall not exceed 7 inches.
 - d. The weight of the car shall not exceed 5 ounces.
 - e. The height of the car shall not exceed 3 ½ inches.
 - f. No extensions are allowed that protrude beyond the center of the front bumper of the car.
 - g. Be careful adding weights etc. to the bottom of the car. Doing so may cause the bottom of the car to contact the racetrack, affecting the car's speed.
 - h. Axles, wheels, and body wood shall be as provided in the BSA kit.**
 - i. Wheel base (slots for axles) are to be as provided in BSA kit. No elongation of wheel base allowed.**
 - j. Wheel bearings, washers or bushings are prohibited.
 - k. Wheel tread must not be altered. The removal of burrs is permitted but no other alterations are allowed. Wheels may not be sanded, tapering, ground to a sharp edge, hollow tapered or drilled out.
 - l. The car shall not ride on any kind or type of springs.
 - m. Any details added must be within length, width, and weight limits.
 - n. The car must be freewheeling, with no starting devices.
 - o. No liquid lubricant is allowed, powdered graphite only.
 - p. No repairs or modifications are allowed once the vehicle has been registered with the exception of reattaching wheel(s) that have come loose during the course of a race. There will be a 5-minute time limit for repairs. Repairs taking longer than 5 minutes will cause a disqualification for that race.
2. As each heat is announced, drivers will report to the finish line to cheer for their vehicle and observe the results, which will be determined by the electronic finish line or in the absence of an electronic finish line, the race official will determine the results of the race.
3. The "starter" will place each vehicle on the track and ensure they are positioned properly and will then start the race. Everyone else must remain behind the barriers.
4. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc. the heat will be rerun. If the same car experiences difficulties on the second run, the contestant is disqualified and automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time, excluding the disqualified car.
5. Upon completion of each race, the cars shall be returned to the "holding bay" until completion of the days' activity. This will allow all entrants to participate in the "design" and "style" competitions.
6. We may be using 2 different types of scoring to determine the winners of each division. The tracks with a computer interface will have each car run 3 times (once on each lane) and use the lowest total time of the 3 runs to determine the winners. For the non-computer interfaced tracks, we will be using a Double Elimination method of scoring. This will allow that each car will race until it has lost twice. This means that if your car does not come in first, this results in a "loss". Once the car has lost twice, it will be removed from the schedule. Awards will be presented to the top three finishers of each rank: Tiger, Wolf, Bear, Webelos I, Webelos II and Open Class.
7. Final determination of any and all questions, concerns, or discrepancies shall be adjudicated by Steve Simoneaux, Lighthouse District Pinewood Derby Chairperson. He can be reached at (954) 345-4444.

All rules above are designed with fairness of competition in mind. Please remember this is a Scouting event and therefore **everyone** shall conduct themselves in a Scout like manner. Let's have Fun and enjoy a great Derby!