

2019 Hetuck District Pinewood Derby Race Rules

-Not all Pinewood Derby Rules are the same, so please read all the rules. NEVER assume anything.

- The racers must be present to race their cars.
- One car can only enter one type of race. Two cars are required if two races are entered like the Cub Speed and Cub Turtle races.
- Cars must have been constructed in the 2018-2019 Scout Year. Parts made in previous years may not be used.
- Scout may race at the rank he was during his Pack race.
- Webelos which have crossed over to Boy Scouts this year (2019) may race in this race as Webelos.**
- Car width shall not exceed 2 3/4". Car length shall not exceed 7". Car weight shall not exceed 5 oz.
- Car height may not exceed 5 inches. Car width between wheels must be at least 1 3/4", so the car can fit on the center guide.
- Extended wheel base is NOT permitted for the Cub Speed Race, but is permitted for the Open races.**
- 4 1/2 inches is the maximum distance between front and rear axles for the **Cub Speed Race**.
- Use of axle slots is NOT a requirement. There is no minimum distance requirement between axles.
- Car **bottom clearance** between car and track surface must be **at least 3/8"**. (Recess the weights on the bottom of the car.)
- (Don't use axle guards because they may violate the 3/8 inch clearance under the car rule.)
- Car is required to have at least 3 wheels. Car may ride on 3 wheels. One wheel is allowed not to touch.
- Only powered graphite is permitted.
- NO** wet lubricant is permitted. Wet lubricant will damage the track.
- After the car goes to the Pit area, **NO** more graphite can be added to any car at any time. **No** adding graphite between races.
- Must use BSA wheels, BSA axles, and BSA car body.
- One piece axles** are discouraged from using. (One piece axles are slow and cause problems.)
- The wheel's tread area must remain flat (parallel) to the wheels hub and cannot be altered, but light sanding is permitted.
- All parts and weights must be secured to car.** Any weight that falls off the car during the race stays off for the duration of the race.
- No liquid mercury.
- Wheel bearings, washers and bushings are prohibited. Washers may be used as weight as long as they do not touch the wheel.
- The car shall not ride on springs. No wheel covers or hubcaps.
- Details, such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width, height, and weight specifications.
- The car must be free-wheeling, with no starting devices, magnets, slip weights, or adhesives.
- All parts of the car must rest **behind** the gate side of the starting post. The front part of the car which will rest on the starting post must be at least 1/4 inch wide and **not pointed**. Cars with pointed front ends may result in a delay of the car being detected.
- Each car must pass inspection by the official Inspection Committee before it may compete.
- If, at check-in, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official check-in time period to make the adjustment.
- The parents will be responsible for any changes that need to be made to the car to pass check-in and weigh-in.
- A car is NOT declared as passing any part of the inspection until it has passed all of the inspected areas at one time.
- It is the responsibility of the racer and the parent to make sure their car is facing the proper direction on the track at the starting line and that their car is placed on the proper lane. Any problem must be immediately addressed before that race begins.
- The finishing order determined by the finish line will stand as the official results.
- If a car jumps the track and interferes with the other cars, then the heat will be rerun only once. The second time the car jumps the track in that heat then the car is disqualified.
- Cars that don't pass inspection may be allowed to race, but they will not be eligible for prizes.

TURTLE RACE RULES are the same as above with the following added rules:

- The goal of the Turtle race is to be the **LAST** car to activate the finish line detector.
- Turtle Race Entry may consist of a Cub Scout by himself or a Cub Scout and a partner such as a parent or adult.
- The Cub Scout partner is encouraged to participate with the Cub Scout and is allowed to help the Cub Scout to adjust the turtle car to the desired setup between race heats.
- For the Turtle Race only, each Cub Scout will get one practice run down the track.
- If a car does not cross the finish line during the race, it will be given a fast race time of **2 seconds** for that run as a penalty.
- Each car will get 4 runs down the track and the 3 cars with the slowest average run times will be the winners.

CUB SPEED RACE FORMAT:

We will be using GrandPrix Software. This software uses a charting method in which all racers race in every lane, and all racers race an equal number of times for that particular event.

Rank competition--A racing chart will be generated meeting the above requirements. The top places will be determined by the average time from all of that car's runs. **The car with the lowest average time is the winner.** This means the fastest cars will truly be the winners. It may be possible to get a 1st place or a 2nd place and not make it to the top positions because you were racing slower cars at the time when you got 1st or 2nd place. The race times are more important than the position in which the car finished.

ONLY the 5 fastest cars of ALL the racers will make it to the Grand Finals. This means if your car gets 1st, 2nd, or 3rd in your rank, it may not make it to the Grand Finals because it was not one of the top fastest **5** cars of ALL the racers.

Grand Finals--A racing chart will be generated in which all racers race in every lane, and all racers race an equal number of times. The car with the lowest average time is the winner.

For questions text or call Marvin at (330) 323-1700 after 6 pm.