



2014 CHICKASAW DISTRICT PINWOOD DERBY

Hosted by: Pack 8

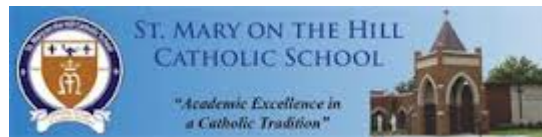
The Chickasaw District Pinewood Derby will be held on:

SATURDAY, MARCH 15th, 2014

This year's Derby will take place at:

St. Mary on the Hill Catholic School Cafeteria

1220 Monte Sano Ave, Augusta, GA 30904



RACE DAY SCHEDULE:

DIVISION	CHECK-IN	RACE TIME
WEBELOS 2	9:00am-9:30am	9:30am-10:00am
WEBELOS 1	9:30am-10:00am	10:00am-10:30am
BEARS	10:00am-10:30am	10:30am-11:00am
WOLVES	10:30am-11:00am	11:00am-11:30am
TIGERS	11:00am-11:30am	11:30am-12:00pm

NOTE THAT ALL CUBS SCOUTS WILL HAVE TO GO THROUGH CHECK-IN AND REGISTRATION, PLEASE MAKE SURE YOU ARRIVE EARLY ENOUGH TO COMPLETE THIS PROCESS. FAILURE TO CHECK-IN BY THE ASSIGNED TIME WILL RESULT IN DISSQUALIFICATION.



2014 CHICKASAW DISTRICT PINEWOOD DERBY REGISTRATION FORM

Please provide the following information:

RACER'S NAME: _____

NAME OF CAR: _____

PACK #: _____

DIVISION (Circle One): **Tiger** **Wolf** **Bear** **Webelos I** **Webelos II**

PARENT'S NAME: _____

PARENT'S PHONE #: _____

PARENT'S EMAIL: _____

**PLEASE SUBMIT THIS FORM TO DEMETRIUS HARTLEY AT THE COUNCIL
OFFICE BY WEDNESDAY, MARCH 12TH.**

GEORGIA-CAROLINA COUNCIL OFFICE
1450 GREENE ST., SUITE 150
AUGUSTA, GA 30901
Phone: 706-733-5277
Fax: 706-733-0765
d.hartley@scouting.org

**A \$5 ENTRY FEE WILL BE COLLECTED AT CHECK-IN
TO HELP COVER THE COST OF THIS EVENT**

This information is mostly reprinted from the Official Grand Prix Pinewood Derby Rules and directions provided with BSA Pinewood Derby car kits. These will stand as the official rules for the 2014 Chickasaw District Pinewood Derby.

The District Pinewood Derby is open to Cub Scouts who place first, second or third in their Division at their Pack event. Cars should be built by the Cub Scouts with some adult guidance. Any technical assistance should be fully explained to the Cub Scout so that he can use that knowledge on future projects.

General Rules:

- G-1 **Essential Materials** - All cars shall be constructed from an Official Grand Prix Pinewood Derby kit and use only official licensed parts. Wheels and axels must be officially licensed to qualify (All Official BSA wheels including colored wheels are acceptable). The kit can be sourced from any official licensee of the Boy Scouts of America (*please see information below*):

PINEWOOD DERBY® LICENSED PRODUCTS BY REVELL

Last year Revell, an official licensee of the Boy Scouts of America, introduced a complete line of officially licensed Pinewood Derby® products. These items include official Pinewood Derby® kits and wheels, plus assorted Pinewood Derby® accessories, and are available in Michael's stores along with other hobby and craft stores nationwide. All Pinewood Derby® wheels by Revell are official Pinewood Derby® wheels. Pinewood Derby® wheels will be included in licensed Pinewood Derby® kits and will be sold separately as well. All Pinewood Derby® licensed items by Revell are packaged and labeled differently to clearly distinguish licensed items in the consumer market from those items being sold through the Supply Group. With the exception of the Pinewood Derby® wheels (which will sell at a higher price point) and the Pinewood Derby® wheel alignment tool (which will sell at a lower price point), all other licensed Pinewood Derby® items are unique from what is currently being provided by the Supply Group. All officially licensed Revell items, as well as any official BSA items purchased at the Scout Shop are acceptable for use on cars at the District Race.

- G-2 **Categories** – Cub Scouts will compete with each other by den.
G-3 **Attendance** – Only the Cub Scout may enter his car. This means that the scout must be present to register his car and to race his car.
G-4 **“New Work”** – Construction of entries must not have begun before the previous year's pack event. You must race the same car the scout raced in the Pack and District Derby.

Technical Specifications:

- T-1 **Material** - The block of wood from the kit must be “prominent” in the design. “Add-ons” are not restricted. Special paint, decals, decorations, etc. are allowed. Details such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width, and weight specifications. Note that the block of wood must be “PROMINENT”. This is the pinewood derby, not the “composite or plastic body with a chunk of pinewood stuck on” derby. Let's all stay in the spirit of the event and make the cars from blocks of pine! The axles must be in a section that is wood!
T-2 **Weight** - Race cars may weigh no more than 5.00 Ounces (total weight) as determined on the official scales during race day inspection. We will be weighing to the tenth of an ounce. (Conventional wisdom says be as close to this as possible without going over)
T-3 **Size** - No longer than 7” maximum and 2 ¾” wide (maximum to avoid interference between lanes). Underside clearance at least 3/8” (to ensure it clears the track guide). Width between wheels a minimum of 1 ¾” to insure car will run on track spanning the lane guide. Builder is responsible for making sure the area where the axles are inserted into the body remains 1 ¾” wide or your wheels will not fit over the guide strips of the track.

- T-4 **Weights and Attachments** – Weight may be added to the car and will be considered part of the car for all measurements. All weight must be securely fastened to the car and must be passive and non-movable.
- T-5 **Wheels and Axles** – The car shall roll on official BSA wheels. The wheels must turn about official BSA axles (nails). The axle dimension may not be changed substantially. We do allow polishing and de-burring but please use BSA nail axles! **NOTE: There are new official BSA wheels on the market this year. Any official BSA wheels are allowed, pursuant to the “Wheel Treatment” rules below.**
- T-6 **Wheels** – Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor reduce the tread (track contact area) width from the original kit wheels. Wheel tread surface must be cylindrical. The words “Official B.S.A. Made in U.S.A.” and other lettering on both sides of the wheels shall remain intact and visible to the inspector.
- T-7 **Unacceptable Construction** – the following shall NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, bushings or bearings.
- T-8 **Suspension** - The car shall not ride on springs.
- T-9 **Lubricant** – Lubricants must be dry at the time of inspection and racing.
- T-10 **Staging** – The entire car must stage behind the starting pin with no object protruding from the car touching the starting pin. *Any mechanisms designed to allow a car an earlier start (such as paper clips or brackets designed to contact the starting pin) will not be allowed.*
- T-11 **Body** – The car body must have no moving parts.
- T-12 **Gravity Powered** – The race car may not be constructed or treated in such a way that the track’s starting mechanism imparts momentum to the car. The car must be free-wheeling with no starting devices.

Inspection:

- I-1 **Inspection** - Each car must pass inspection by the official inspection Committee before it may compete. If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in period to make the adjustment.
- I-2 **Weight** – weight will be checked on a scale we provide and must be no more than 5 ounces. We use a scale that is accurate to 0.1 ounces. If you are over you will be given a chance to correct the weight and retry. If on a second try you fail your car will not qualify. As table will be set up with a scale and tools to allow for weight adjustment and measurement prior to a second try at weigh in.
- I-3 **Dimensions** - checked by placing the car in a test box. The car must not be too wide or too long to fit and must roll freely over the raised center portion. This will all happen as long as you stay within the guidance above regarding length, width and height.
- I-4 **Gages** – All inspections will be conducted by one team at a special inspection area using scales and gauges approved by the Chairman.
- I-5 **Impounding** - After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race. It will be placed on the post inspection stand and may not be modified or lubricated until after the race is complete.

Race Procedures:

In addition to the above rules, the following guidance is provided so each contestant and their parents will know what to expect on race day. The racing will be by den as per the above schedule.

- R-1 **Call to Race** – Competitors will be called to race by “group”. If a racer leaves the area and rejoins the group after it has started its heats, placement in line is at the Chairman’s discretion. Any scout missing a heat will have that heat scored as a loss. At the beginning of each class of racing the participants in that class will be allowed to enter the roped area. Otherwise no one should be in that area other than the committee members actually running the event.
- R-2 **Car Handling Responsibilities** - For each race the participants will, when asked, retrieve their car from the staging area and place it on the lane assigned for that race. They then go to the far end of the track where they wait to retrieve the car. They should then have a seat until they race again and are responsible for their car in the interim. You might want to explain and even practice this at home so they are comfortable carrying their car and handling it.
- R-3 **Lane and Heat Assignment** - Each car will run once on each of the six lanes. Assignments are random. The computer program and electronic timing will calculate the results based on the best average time for all six lanes. The winner will be the car with the lowest average time over 5 races with the slowest race discarded. Those will be the official results.
- R-4 **Car Repair** – If, during the race, a wheel falls off or a car becomes otherwise damaged, then the SCOUT may to the best of his abilities perform repairs. The SCOUT may seek advice for repairing the car **BUT** may receive no other assistance. If a car is damaged due to a track fault or due to fault of another car or SCOUT, then the track chairman may allow additional repairs.
- R-5 **Car Interference** – If, during a race heat, a car leaves its lane and, in doing so, interferes with another racer, then the heat will be re-run. If a car causes two faults it will be disqualified and the heat will be rerun with the remaining cars. (However see R-8)
- R-6 **Car Leaves Lane** – If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with any opponent, then the race shall be called normally. (However, see R-8)
- R-7 **Car Leaves Track** - If, during a race heat, a car leaves the track without interfering with any opponent, it shall be considered to have completed its heat at that point. (However, see R-8).
- R-8 **Track Fault** – If a car leaves its lane, at his sole discretion, the track Chairman may inspect the track and, if a track fault is found which probably caused the violation, the track chairman may order the race to be rerun after the track is repaired.
- R-9 **Appeals** – The Scout must make all questions of rules interpretations, procedure and fact to the track officials promptly. This means BEFORE any trophies are presented!
- R-10 **Group and Track Champion** – The Champion of each class, as well as second and third places, will be announced following each group’s final heat. Six times are established for each car and the slowest time is discarded. The car having the fastest average time over remaining five heats wins!
- R-11 **Race Area** – Only race officials and Scouts / siblings / parents in the racing group may enter the track area. This rule will be strictly enforced.

Rewards and Recognition:

The most important values in Pinewood derby competition are parent / son participation, good sportsmanship, and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards. Racers will be recognized as follows:

- 1) Every participating Scout will receive a District Pinewood Derby patch
- 2) First, Second and Third-place finishers in each group will be awarded.

**MOST IMPORTANTLY:
BE A GOOD SPORT & HAVE FUN!!!**

If you have questions please contact:
Demetrius Hartley
706-733-5277
d.hartley@scouting.org

**** Please note that winners for each division will be determined by the computer based upon the average speed of each car over a number of races. The number of races will be determined by the computer based upon the number of cars entered in each division. The averaging of speeds to determine the overall winner makes it possible for a car to win a race or even more than one race and not place 1st, 2nd or 3rd in its division. All scouts and their parents should understand this. ****

It is also important to note that racers should come prepared to make any adjustments to their car so that it complies with the rules of the race. All scales are a little different. Cars may weigh-in differently than they did for pack level races.

Once a car has been submitted and passes final inspection, no further modifications or adjustments will be allowed.