

2017 Prairie Winds District Pinewood Derby Rules

General Event Rules:

- **Essential Materials:** All cars entered shall be constructed from the Official Grand Prix Pinewood Derby Kit (referred to below as the kit) as sold by the Scout Service Center.
- **Attendance:** Only the Cub Scout may enter his car or cars. This means that the Cub Scout must be present to enter his car into competition. Cub Scouts, who are competing in the event, must be in Class A Uniform.
- **“New Work”:** Construction of entries must not have begun before the previous year’s Prairie Winds Derby (race or show).
- **Single Entry per Boy:** No boy may enter more than one car in the District Pinewood Derby (race or show).
- **Check-In Processes:** Scouts who qualify for the District Derby must check-in their car and be responsible for their car during the entirety of the event. In the event that the Scout who has been selected to participate in the Derby is unable to attend or check-in their car, that is acceptable in certain instances. If the Scout is participating in an event that is in the Spirit of Scouting (EX:*Academic Activities, Sporting Events, Family Activities*), or has a family emergency they may have another individual from their unit check-in, and be responsible for their pinewood derby car during the entirety of the race. The District or host unit will assume no responsibility for any derby cars brought to the race in this manner.

Sportsmanship Expectations:

- The Pinewood Derby is a parent-son project. Please feel free to give guidance and minimal assistance to your Scout as he builds his Pinewood Derby car. This is a chance for your son to be part of a team (he and you), and to enjoy the spirit of friendly competition with his peers. Also, for your Cub Scout to enjoy the satisfaction of building his own car from the kit provided.
- While everyone will be trying to win, it’s always a good idea to start out by remembering the Cub Scout Motto, “Do Your Best,” and some of the basic ideas behind good sportsmanship.
- Two things the Pinewood Derby requires each participant to learn are 1) the craft skills necessary to build a car, and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called sportsmanship.
- The first thing to remember about sportsmanship is that everyone’s skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn’t mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember,

you and your friends are individuals first and racers second. This idea is often called having respect for others.

- The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compare.

There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say “I did my best” and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.

Prairie Winds District Pinewood Derby Awards:

Racing Awards:

- Fastest Overall Average Time: Only the Top 3 cars will be given an award.*
- Fastest Overall per Rank*: The fastest Top 3 cars in each rank will be given an award.
- Fastest Overall in Open Classes: The Top 3 cars will be given an award

**In the interest of equity, any car qualifying for the fastest overall award will not be eligible for the fastest rank award.*

Show Car Awards:

- Best of Show-Rank Based *: The Top 3 cars in each rank will be given an award
- Best of Show-Commercial: Only the 1st Place car will be given an award
- Best of Show-Realistic: Only the 1st Place car will be given an award
- Best of Show-Unusual: Only the 1st Place car will be given an award
- Best of Show-Open: The Top 3 cars will be given an award

What qualifies as a Commercial Car?

- Any car that looks like something you could purchase in a store, but would never see on the road.

What qualifies as a Realistic Car?

- Would you see something like this driven on a road...ever...
- Please refer to accompanying documents that give picture examples.

What qualifies as an Unusual Car?

- If it doesn't fit the first two categories...it's probably meant for here...
- Please refer to accompanying documents that give picture examples.

How Many Entries are Allowed per Cub Scout Pack:**General Entry Rules:**

- No one Scout may enter more than (1) car in the District Race or Show Event.

Race Division:

- Cub Scout Packs may enter up to 15 total racers into the District Race.
- If your Cub Scout Pack has less than 15 youth registered, it is suggested that you do not bring more than 50% of your total registered youth.

Show Division:

- Cub Scout Packs may enter up to 15 total show cars into the District Event.
- If your Cub Scout Pack has less than 15 youth registered, it is suggested that you do not bring more than 50% of your total registered youth.

Open Race or Open Show:

- Any adults, siblings, or relatives of Scouts in the Prairie Winds District. Any current Scouts of the Prairie Winds District may enter the Open race as well...providing they are not already entered into the District Race.

Best of Show Division Rules:**Technical Standards:**

- The Car must have been constructed for the current program years' race.
- Axles, plastic wheels, and body wood must be used as base materials, as provided in the Official Grand Prix Pinewood Derby Kit. All other modifications and customizations are allowed.
- All entries will be assigned and labeled with a unique identifier for event purposes.

Conduct of the Competition:

- Cars will be displayed for judging, side by side in assigned spaces on a table, grouped with their competitors.
- Scouts will be interviewed about their cars by the judges throughout the event.
- Award winners will be selected by judges. Judges are impartial citizens of the Cornhusker Council who have been appointed by the Cornhusker Council Professional Staff Representative.

Race Division Rules:**Technical Standards:****Material:**

- Race cars shall be constructed for this event from the parts contained in the Official Grand Prix Pinewood Derby.
- Kit and constructed for use in 2012 with all four wheels and axles being official BSA parts.
- No loose materials of any kind are permitted on the car. The car may be built up to the maximum weight by additional materials, provided it is rigid and securely built into the body or chassis.
- Axle slots must be used as designed.

Weight, Dimension, Appearance, Wheels & Axles:

- Length & Width-the car must be able to fit into a 7"x2.75" box
- The car may not exceed 5 oz.
- Wheel bearings, washers, bushings, or any foreign object between the wheel and the car body is not allowed.
- The car must roll freely, not ride on springs or foam, and not require a starting device.
- No modification or removal of material from any part of the wheel, hub, or profile is allowed. Plastic burrs may be removed though.
- The inside of the axle head & nails may also have burrs removed. The diameter of the axle may not be reduced other than to smooth burrs and to polish the nail.

Lubrication:

- Solid racing powers (ex: graphite or Teflon are allowed)

- All lubrication is to be done outside of the building. Lubrication is not allowed during the race event or after the car has been impounded for the day.

Conduct of the Competition:

- Cars will be displayed for judging, side by side in assigned spaces on a display table, grouped with their competitors and must pass inspection by judges before it will be allowed to compete.
- All entries will be assigned unique identifiers based on entry order for racing purposes.
- If a car experiences mechanical failures, it will be repaired under supervision from a racing official before it will be allowed to race again.
- The Cub Scout must make all questions of rules interpretations, procedure and fact to the track officials promptly. A station at each track will be designated for this purpose.
- Decisions by race judges are final.
- If a car experiences mechanical failures, it will be repaired under supervision from a racing official before it will be allowed to race again.
- If, during the race, a wheel falls off or the car becomes otherwise damaged, then the SCOUT may to the best of his ability perform repairs. The SCOUT may seek advice for repairing the car, but may receive no other assistance. If a car is damaged due to track fault or due to fault of another car or SCOUT, then the track chairman, at his sole discretion, may allow additional repair assistance.
- If a car leaves the track during the race, it will be given an default race time.
- If the car is not repairable within a reasonable amount of time or the body is clearly damaged to the point of causing substantial repair concerns, or if the car continues to jump lanes and hinder other Scouts' experiences, the car, at the sole discretion of the head judge will be removed from competition.

Race Environment Description:

The Racing Environment:

Track Length, Slope, Lanes and Drop:

- The track shall have a racing surface (starting line to finish line distance) of approximately 28 feet with a drop of approximately 4 feet. The track slope shall decrease from approximately 30 degrees at the starting line to approximately 0 degrees at the finish line. The track will have at least 3

lanes. In the event that a track with at least 3 lanes cannot be furnished, two 2-lane tracks of reasonable quality must be furnished. Each lane will consist of a straight, smooth racing strip approximately $1\frac{1}{2}$ (1.50) inches, but less than $1\frac{3}{4}$ (1.75) inches wide and approximately $\frac{1}{4}$ (0.25) inches, but less than $\frac{3}{8}$ (0.375) inches thick, centered on a smooth surface no less than 4 inches wide. Each race car shall straddle the strip during its heats.

Starting Mechanism & Finish Line Sensor and Finish Line Clearance

- The “starting line” shall consist of vertical pins of approximately $\frac{1}{4}$ inch diameter, extending approximately 1 inch above the track surface and approximately centered in each lane.
- The “finish line sensors” will be in alignment with the corresponding starting line pin and be approximately centered in its lane.
- Track Finish Line Electronics and other track accessories, must be no closer than 3 inches above the track.

Judging & Back Up Judging

- Two impartial finish line judges, assigned by the track chairman, shall be at station to call each heat. Heat finish judging is by majority rule. The track’s electronic finish line sensor may serve as one of the judges. Backup finish line judges shall be available in case a judge needs to be excused for any reason. A finish line judge will temporarily excuse himself if he knows that one of the heat contestants is a relative, friend, or member of his or her unit.

Lane Selection & Finish Line Clearance

- If the track has more lanes than needed, the track chairman shall select the most evenly matched lanes for use by the racers.
- Because tracks frequently change their characteristics due to details of setup, the determination will be made after the track has been set up and made ready for racing.

Grounds for Disqualification

Cars will be disqualified from Racing or Show Evaluation for the Following Reasons. Once a decision has been made, then it is final...no appeal on Disqualifications are possible.

- The car does not arrive to the race by the scheduled & announced start time. *
- It is admitted that anyone other than the race participant has been the primary architect behind the design and construction of the entered car.

- The car is unable to, and race participant refuses to meet any of the racing or show standards previously mentioned in the most current rules set for the District Pinewood Derby.
- It is found and obvious that the car has participated in the district race or a unit race last year **
- Not pre-registering the car for the event via www.cornhuskercouncil.org or in person at the Outdoor Education Center.
- Based on the Head Judges discretion, anything that violates the Cub Scout Promise, the Law of the Pack, or the explicitly outlined Sportsmanship Guidelines identified earlier in this document.

**The start time may be adjusted on the day of the race to allow for flexibility as it pertains to acts of nature, and issues outside of the Cub Scouts realm of control.*

***Any car that clearly participated in a Pinewood Derby Race held by a unit of the Cornhusker Council BSA in any previous year is not eligible. This criterion does not apply to the Open Class Race.*