



BLUE RIDGE
MOUNTAINS
COUNCIL

COUNCIL PINEWOOD DERBY 2010!



SATURDAY, FEBRUARY 27TH



Registration from 12-1 p.m.

First Race is at 1 p.m.

Second race is at 3 p.m.

There will be 5 tracks.

**Races will be run based on
age/grade.**

\$5 for Pinewood Derby

\$4.50 Youth

\$8.50 Adult Admission

for entry into museum

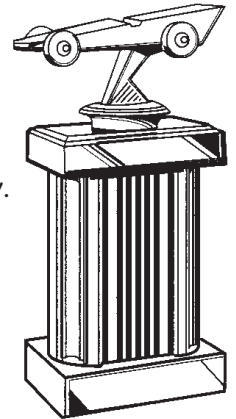
**For more information
contact Scott Moore at:
wscottmoore@gmail.com**

COUNCIL PINewood DERBY RULES

The Pinewood Derby is designed to be a fun project with Cub Scouts and their parents working side by side. Please keep that in mind when approaching this event.

CAR REQUIREMENTS:

1. Cars must be built with the block and materials in the official Pinewood Derby CAR kit from BSA. Truck kits will not be allowed.
2. The car must be constructed during the year of the race.
3. Cars must not exceed 7 inches in length and 2 3/4 inches in width. Check your car carefully.
4. The weight of the car must NOT exceed 5 ounces or 141.7 grams.
5. The distance between front and rear wheels cannot be altered from the original cutout.
6. The depth of the axles must be the same at both ends of the car.
7. The car must be freewheeling, with no starting devices.
8. The car may be hollowed out to build up weight.
9. Wheel bearings, washers and brushes are PROHIBITED. The car shall not ride on springs.
10. No loose materials are permitted on the car.
11. Details such as steering wheels are permissible and can include parts from plastic model kits, but must not exceed maximum car dimensions.
12. Axles may be polished and dry lubricated with only graphite. However, once the car is registered, no additional lubrication is permitted.
13. The wheels may be sanded but must retain their original dimensions; the wheels may not be rounded.
14. The official number assigned at registration must be clearly marked & visible on the car.
15. All cars must meet these requirements to pass inspection and compete for the speed or best in show.
16. Each car must pass inspection at the time of check in before it may compete.



RULES OF THE RACE:

1. Every boy must be a registered Scout to participate in the Tiger, Wolf, Bear & Webelos divisions. Family division is open to parents & siblings of registered Scouts.
2. Each car must pass inspection by the judge(s) at the time of registration to compete in the district race.
3. A car cannot be altered in any way, including lubrication, after check-in.
4. Trial runs down the track will not be permitted before or after inspection.
5. All cars will be numbered and placed on a table after inspection. They cannot be handled by anyone except the judges, and the owner if necessary, after that. The ruling of the judges is final.
6. When called to race, the owner will place & set their car on the track. Owners are not permitted to handle their car between races.
7. Two cars will be raced in a best of 3 heats. Track lanes will be rotated.
8. The divisions are double elimination so each car will get to race at least twice.
9. If a car jumps the track, it loses the heat. If it interferes with another car, the heat is re-run.
10. If a wheel comes off, it can be repaired by the owner. The owner will be given 2 minutes maximum to repair the car. Only one repair will be allowed.
11. Unsportsmanlike conduct by a Scout or parent will disqualify the car.
12. Winning cars will be re-weighed & inspected before final awards are presented.
13. All judge's decisions are final.
14. Rules apply to all cars in all divisions.

Remember to encourage & praise Scouts to "do their best."

