



# Pinewood Derby

## EVENTS

**WEDNESDAY, JAN 25TH**  
**7:00PM - 8:00PM**

### **SANDPIPER CLINIC**

In one hour get an overview of the rules, tricks of the trade, and what to expect

**SATURDAY, FEB 11TH**  
**2:00PM - 5:00PM**

### **SANDPIPER WORKSHOP**

Power tools and guys who can use them – great for the first cut and help for what comes after. Drop in any time during the period for help

**FRIDAY, MAR 9TH**  
**6:00PM - 8:00PM**

### **SANDPIPER PRE-RACE**

Test your car on the track. It's good to make sure it fits, rolls and meets the weight requirements. Check in by 7:30pm, and leave whenever you're done.

**FRIDAY, MARCH 16TH**  
**6:00PM - 9:00PM**

### **SANDPIPER PINEWOOD DERBY RACE**

Car check-in occurs between 6:00pm - 6:45pm, with the race beginning at 7:00pm. The track has four lanes, and each car will get to race in each lane once. The Pack provides pizza for everyone at the race.

One of the highlights of the 2012 Cub Scout year

## The 2012 Pack 61 Pinewood Derby

Every year more than a million Cub Scouts and adult partners team up to participate in a Pinewood Derby, a tradition that goes back generations. As a coach and a Cub Scout design, carve, paint, weigh, refine, and race the car, a bond of partnership is created. This is at the heart of the event's success. In addition, Cub Scouts build confidence and take pride in their own growing skills and hard work. So enjoy the ride!

### **Much More Than a Race**

While the exhilaration of the actual race lasts only moments, the Pinewood Derby experience lasts a lifetime. The benefits, for Cub Scout and adult, are discovered through the derby process itself: strengthening bonds, sharing responsibility, developing teamwork, learning new skills, exercising creativity, building sportsmanship, and making new friends.

### **Sportsmanship - The Big Win!**

The father of the Pinewood Derby, Donald Murphy, described his vision for the event to *Scouting* magazine in 1999: "I wanted to devise a wholesome, constructive activity that would foster a closer father-son relationship and promote craftsmanship and good sportsmanship through competition." As Cub Scouts learn the skill of good sportsmanship, they are better able to recognize

and appreciate the new skills they've acquired, to show respect to all those involved, and to experience the fun and excitement of competition.

### **Did You Know?**

A fast Pinewood Derby car can reach a speed of nearly 20 miles per hour. Pretty good for a little block of wood!

If a Pinewood Derby car racing down the track was enlarged to the size of a real automobile, it would be speeding at more than 200 miles an hour. That's fast!

Over the years, Cub Scouts have built close to 100 million Pinewood Derby racers. That's a lot of cars!

If you lined up all the Pinewood Derby race cars, bumper-to-bumper, they would reach more than 7,000 miles—far enough to stretch from Charlotte, North Carolina, to the North Pole!

Reader's Digest magazine included the Pinewood Derby in its 2006 Best of America list as "a celebrated rite of spring." Way to go, Cub Scouts!

No Pinewood Derby car has ever used a drop of gasoline. Gravity rules!

*from the BSA: pinewoodderby.org*

**Rules and Regulations**

1. All cars must comply with racing specifications and building instructions that are issued by the Pacific Skyline Council and Pack 61.
2. The officially accepted kit is a one-piece car body with zinc plated nails for wheel axles and wide tread plastic wheels, designated as GRAND PRIX PINEWOOD DERBY kit, catalog #17006. Prior model kits will not be accepted. Non-BSA kits and parts purchased through Non-BSA Sources are not allowed.
3. The car must have been made for this year's race only.
4. Wheels cannot be modified or reshaped in any way. Wheels may be sanded to remove molding burrs only. Surface must be kept flat. Remolding of the wheel axle is prohibited. Wafering, bearings, axle sleeves or bushings are prohibited.
5. Wheel axles must be inserted in the grooves cut in the car body. No axle supports are allowed. The wheel base (distance between the axles) may not be changed.
6. All cars must conform to the following:
  - Width: Overall (wheels included) shall not exceed 3 inches, nor be less than 1 3/4 inches between wheels (inside measurement).
  - Length: Overall length shall not exceed 7 inches
  - Weight; *Shall not exceed 5 ounces (141.75 grams)*
  - Height; The underside of the car cannot be lower than 3/8 inch, inclusive of weights and accessories. Overall height cannot exceed 3 1/2 inches.
7. No loose materials of any kind are permitted in or on the car.
8. No part of the car may be constructed to extend beyond the starting gate peg. The front-most point of the car must be able to rest against the starting gate peg.
9. No weights may be added after the car has reached the weighing station during registration.
10. Lubrication (dry graphite only) shall be done prior to registration.
11. All cars must pass inspection to determine conformity with these rules. Any car not conforming with the rules and regulations will be returned for correction. Any car that cannot be brought into conformity by race time will be disqualified.
12. After a car passes inspection and has been registered, it will not be handled except by race officials. The cars will be placed on a table and only removed from the table for racing.
13. If a car jumps the track, the race will be rerun. If a car jumps the track three (3) times during a single race heat, it can be disqualified.
14. If a car is damaged during registration or the race, repairs will be allowed. The car must be repaired and ready to race when it is next called to race, provided that a minimum of five minutes is allowed for repairs.
15. The chief judge's decisions are final on all issues.
16. By registering for the race, each participant and pack representative accepts the race rules, track, scales, scoring system, other equipment used, and lanes assigned by the race officials.
17. If a Cub Scout cannot attend the Pinewood Derby he may use an alternate Cub Scout (no adults) to race his car with the approval of his Cubmaster.

Anything not covered in these rules is at the discretion of the race committee. Note: Grand Prix Pinewood Derby kits are catalog #17006 Only Wheels from these boxed kits are acceptable. Only axles from those kits are acceptable. Contact your Den Leader if you need any replacement parts.

**ADDENDUM TO PACK 61 PINEWOOD DERBY RULES**

1. All parts used on cars must be new. No parts from any cars which have previously competed in a Pinewood Derby may be used. Basic wood block, wheels and axles must be Official BSA parts. Non- BSA decals and other accessories are acceptable.
2. Neither wheels nor axles may be lathe turned. A lathe is not simply a drill press on its side... lathes have rigid tool holders. Files or sandpaper must be hand held. Only electric drill/drill press or hand sanded wheels and axle holes are allowed.
3. Axles holes on the wheels may not be re-molded or enlarged. The outside or inside edges may be scraped to remove any molding burrs which prevent the wheel from "Free-Spinning", but no reshaping of the interior of the axles holes are allowed.
4. Axles may not be re-plated.
5. Axle holes may not be plated or coated with any material. No bearing, bushings, or shims will be allowed.
6. All parts MUST be securely fastened to the car. No car will be allowed to race with any parts that are deemed by the inspection committee to pose an impediment to another race car.
7. Dry-Graphite is the only lubricant allowed.
8. All cars handled by anyone other than Race Officials after passing registration shall be subject to re- inspection before being allowed to race.
9. To prevent unnecessary pressure on the wheels and axles of cars, the Race Officials will make best effort when moving the cars to avoid touching the wheels, except during the design competition viewing and actual racing. Scouts have the right to re-inspect (Under supervision of a race official) his car, if he feels his car has been accidentally damaged during storage or transportation.
10. By registering for the race, each participant and/or representative accepts the current PINEWOOD DERBY RULES, the track, the

scales, the other equipment used, scoring system and lanes assigned by the Race Officials.

11. To further clarify rule #4 of the PACK 61 PINEWOOD DERBY RULES sheet, the TREAD AREA of the wheels MAY be sanded or filed to allow a FLAT SURFACE AREA and to remove the molding burrs or ridge. HOWEVER, the basic shape and width of the wheels may NOT be radically reshaped to reduce the contact area of the tread surface. NO "PEAKING, ROUNDING, GROOVING, BEVELING or TAPERING" WILL BE ALLOWED.
12. The race Committee's decisions are final on all issues.

**Important Reminders:**

Be sure to **review all the rules**. It would be a shame to have someone's hard work disqualified.

**Arrive on time for checkins.** All cars must be checked in during the checkin period to be able race.