

# PINEWOOD

## Notification of Race

All Cub Scouts in  
Rye Pack 2 are  
hereby invited!



Rye Pack 2 annual  
Pinewood Derby is  
always a great  
family event!

GENTLEMEN, START YOUR ENGINES... ERR... SANDERS...

Break out the sandpaper, coping saws, graphite, and spray paint. The annual Pinewood Derby is coming up so here are the times, rules, and regulations to make sure you and your son have a fun filled race!

Please check the Rye Pack 2 Website for the dates and times of the following key events:

**Car Kit Distribution & Construction:** Kits are distributed to Den Leaders, typically at the December Pack Meeting. Get your kit from your Den Leader so you can get to work on creating your dream machine! Some dens build their cars together; others individually.

**Inspection & Registration:** A mandatory event where your car will be examined, measured and weighed to make sure it complies with the Rye Pack 2 rules (see following pages) — and then impounded until the day of the race!

**The Big Race:** One of the highlights of the Pack year! Bring the whole family to watch you take the checkered flag! Dinner and snacks are available for purchase, with proceeds for summer camp scholarships.



Sleek designs are best for speed. Imagination knows no limit in the design of PWD cars!

# Sample Cars



## All Shapes and Designs!

So long as the cars meet the required specifications they will be allowed to race. Creative designs are encouraged and are more likely to win design awards. There is no limit to the imagination of a Cub Scout!

## General Rules

### Materials:

All cars entered must be built using the materials in the official Boy Scouts of America Pinewood Car Kit. You may use the kits distributed by Pack 2 or purchase your own, as long as it's the official BSA one. With the exception of decorative and construction items such as weights, glue, lubricants, and decorative materials, only materials from the official BSA kit may be used. Separately purchased items such as premade bodies, machined wheels, and pre-polished, solid or shaped axles are specifically prohibited.

### New Work:

Cars must have been made for this year's race. Cars made for prior year's races are not allowed!

### Proxy Racing:

As long as your scout's car has been properly registered and impounded, he need not be present at the races — all cars which have been registered and impounded will be raced. Awards will be given regardless of whether the scout is in attendance.



## Construction Specifications

**Cars failing to meet these specifications will be subject to disqualification!**

### Length, Width, Clearance & Shape

- Maximum overall width (including wheels and axles): 2 3/4"
- Minimum width between wheels: 1-3/4"
- Minimum clearance between the bottom of the car and the bottom of the wheels: 3/8". *Any weights on the bottom of the car be inset so they are flush with the bottom of the wood block —NO WEIGHTS SHOULD SIMPLY BE ATTACHED TO THE BOTTOM OF THE CAR AS THEY WILL NOT CLEAR THE TRACK!*
- Maximum length: 7"
- Maximum height: 5-1/2"
- Wheelbase: Axles may be installed in the pre-cut slots or new holes, however, the distance between the front and rear axles must be 4-3/8"
- "Indented noses" are prohibited. The forward-most part of the car must contact the starting gate.

### Weight

- The car shall not exceed 5 ounces (141.7 grams). The readings of the Official Race Scale will be final. Materials may be added to the car to increase its weight, up to the maximum.

### Decoration

- Decorative elements (e.g. engines, steering wheels, drivers, spoiler, decals, etc.) are permissible as long as they are firmly attached and the car — inclusive of these items — complies with all other specifications.
- *Cars with wet paint will not be accepted!*

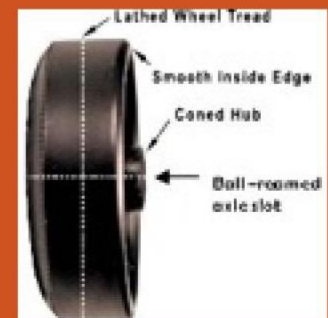
### Wheels & Axles

- Only the official wheels and axles (nails) provided with the kit may be used. Two-wheel axles are strictly prohibited. Axles may be polished.
- Wheels may be lightly sanded or polished to remove the mold projection (flash) on the tread. This is the only wheel modification allowed. Beveling or tapering of the wheels is prohibited, as are bearings, washers, or bushings.
- Axles must be parallel to the track surface and all four wheels must touch the track surface. Cars shall not ride on any type of springs. Cars must be free-wheeling with no starting device or other propulsion.

## ALLOWED:



## NOT ALLOWED:



### KNOTS

Wow! Cool Pinewood Derby car Dad! Can I build one next year?!

Oops.

This is a time to work with your son!

Diesslin © 1999

**HELP YOUR CUB SCOUT DO HIS BEST**

# RACE DAY!

## How the races are conducted and what the rules are!

- Each car will race 6 times — once on each lane of the track, to cancel out the impact of any lanes being faster or slower than others. The scorekeeping program automatically assigns heats to ensure this outcome.
- Cars can only be handled by race officials during the races and between heats — scouts and their parents are not allowed to handle their cars from the night of the inspections to the conclusion of the races, other than to perform repairs sanctioned by the race officials. Lubrication or adjustments between heats are not permitted.
- Only properly-registered cars who were determined at the check-in event to meet all of the applicable requirements and were then impounded will be allowed to race.
- Cars can be re-inspected by race officials at any time. If the car does not meet specifications, it must be brought into compliance before its next scheduled race or be disqualified, subject to a five minute minimum.



Everyone  
Loves  
A Race!

- If a car leaves its track or interferes with another car during a heat, the heat will be rerun for all cars. If the car is damaged in the process the scout/parent will have 5 minutes to attempt to repair the car and bring it into compliance and working order. If the car leaves the track or interferes again the heat will be rerun without the offending car.
- If a car is damaged in the course of a race the scout/parent will have the greater of 5 minutes or the time until that car's next heat to attempt to bring the car into compliance and working order.
- In the event of a "false start" or other starting or timing issues, the heat will be rerun.
- Scoring will be the car's average score across all of its heats, dropping the lowest.
- Cars will be returned to scouts at the conclusion of the races.
- Unsportsmanlike behavior will not be tolerated, and is subject to disqualification at the sole discretion of the race officials.

### PWD Hints

Fast cars often do have wedge or aerodynamic shapes, but wheel alignment, lubrication and optimal weight (just under 5 oz.) are even more important components to a fast car!

- Maximize weight as close to 5 ounces as possible, without going over
- Affix your weights so that some amount can be quickly removed if your car is over the limit when it is inspected/weighed

- Inset weights within the car or place on top — **DO NOT AFFIX WEIGHTS TO THE BOTTOM OF THE CAR UNLESS THEY ARE FULLY INSET!**
- Keep paint and glue off axles/wheels
- Graphite (or very light oil) between wheels and axels just prior to inspection/check-in
- Remember: "rail riders" are not permitted — all 4 wheels have to touch the track!

### RYE PACK 2

**Rye Presbyterian Church**  
**781 Boston Post Road**  
**Rye, New York 10580**

# AND THE WINNER

# IS.....



## Good Sportsmanship

Cheer on your car and your den's car to earn the most coveted award -  
- Fastest Den! Good sportsmanship and fair play are expected of all participants.



### Scoring:

The track's electronic timer will record each car's time. Awards will be based on the car's average time across all of its heats, removing the slowest heat.

### Awards:

#### Trophies:

- 1<sup>st</sup> Place Overall
- 1<sup>st</sup> in Each Rank (Tiger, Wolf, Bear, 1<sup>st</sup> Year Webelos, 2<sup>nd</sup> Year Webelos)

#### Medals:

- 2nd, 3rd Place in Each Rank
- Fastest Den
- Most Creative & Well Built Cars (multiple awards)

Note: No scout may win more than one individual award. For example, no scout winning a fastest car award can also win a design award.

The Cub  
Scout Motto is  
"Do your best!"

### Advancement:

The first place finisher in each rank will qualify to move on and race in the Algonquin District Pinewood Derby. Should any of the winning Cubs be unable to attend the District Pinewood Derby, alternates will be selected in the order in which they finished. Scouts finishing in the top of Districts can go on to the World Championships in Times Square!

