

# Pack 503 Pinewood Derby

Saturday, February 4<sup>th</sup> 2012

Beebe Elementary (110 East 11th Avenue, Naperville)

Set-up begins at 12:00 and Racing begins 1:00

Free pizza, snacks, and refreshments!

All Pack 503 Cub Scouts, parents, and siblings are invited to participate. Cars not checked in when racing begins may not be allowed to race and are not eligible for special trophies.

## Inspection & Check-in

**Gericke's "garage", 227 Pembroke Rd, 579-5808**

**Mon, Jan 30, 7:00-8:00PM & Fri, Feb 3, 7:00-8:30PM**

**Cars MUST be registered, weighed and inspected prior to derby day.** Have your car checked and weighed on the official scale while there is still time to do something about it!

**Special Trophies: 1st, 2nd, and 3rd place for each grade**

**Most Toy-Like, Best Sports Theme, Silliest, Most Realistic Car/Truck, Best Movie Theme, Screamin' Demon, & UNLIMITED**

The Screamin' Demon will be determined in several heats with the three fastest cars by grade. The UNLIMITED will be determined in heats or a race-off (participation driven). The other trophies are determined by popular vote.

## Helpful Hints:

The cars ride over a 1/4" high and 1 3/4" wide strip and need 3/8" on the bottom to clear this strip. Wheels must be mounted to allow car to fit on the track and not scrap on the bottom. The wood block in the kit is the proper width and the slots provide the axle locations to meet these clearances, although you are not required to use them. If you install weights on the bottom of the car insure they are 3/8" above the ground.

There is no height restriction. But the end of the track where cars are stopped may cause damage above 2" to delicate items (especially those placed on the top). You have to add material to get a car above 2". You will be disqualified from special trophies if you need to make modifications or repairs to your car after the racing begins.

Silicone lubricant will be available at check-in. The silicone pinewood lubricant is available at hobby stores. Hobby stores also have decals, weights and other accessories to customize your car. Just stay away from the kit cars, axles, and wheels at the hobby stores.

Attention to every detail is the key to a sleek and fast car.

**Remember to Have Fun!!!**

## Rules for building the Cars (note UNLIMITED exceptions)

1. Graphite lubricant may not be used (we use highly trained dogs to sniff this out). Use **silicone pinewood lubricant from a hobby store**. Hardware store silicon lubricants contain components that damage the plastic wheels.
2. You **must use four official BSA wheels** (a set of four is in the kit). BSA is stamped on the inside of these wheels (special rims are your own call).
3. The **wheels may not be covered** - both wheels and axles will be inspected.
4. **BSA kit supplied axles must be used**.
5. The **car width shall not exceed 2 3/4 inches**.
6. The **car length shall not exceed 7 inches**.
7. The **weight of the car shall not exceed 142 grams** (approx. 5 ounces).
8. The measurements in the diagram above are as follows: **1 3/4" between inside of each wheel; 3/8" minimum between bottom of the wheel and bottom of the car** (this is the one that usually trips people up and anything less will rub on the track causing little to no movement); **2 3/4" maximum from outside wheel to outside wheel** (not a suggestion).
9. **No loose materials on the car**, except the wheels!
10. No wheel bearings, washers or bushings.
11. The car must be freewheeling, no starting devices.
12. **No hobby store kit cars**. Previous year cars are discouraged and are ineligible for special trophies - as if we can remember - but humor us.
13. This is a parent/scout activity. All scouts may be asked the question "How did you build this car?" to determine whether they have the slightest clue of how their entry was built. Eligibility for special trophies is at risk as well as possible psycho-analysis years later due to the trauma.
14. The decisions and interpretation of the above rules by the inspection committee are final - it is a benevolent dictatorship that smiles upon the kids and frowns upon overbearing parents.
15. No open flames or combustion engines.
16. Rules 1, 2, 3, 4, 7, 9, 10, 11, and 12 may be waived for UNLIMITED cars.
17. Any vehicle that damages the track is the responsibility of the car owner.



## About the Races

Your car will only race entrants in the same grade (except for Screamin' Demon and UNLIMITED trophy after the end of the normal races). There is also an open division for siblings, parents, etc. The races are designed to allow every participant to race in several heats, against different cars in each race. The cars with the highest point totals in each grade will earn trophies. A racing program computes the race heats and point totals.