

2019 Black River District Pinewood Derby Championship

March 09, 2019

Congratulations and welcome to the 6th Annual Black River District Pinewood Derby! My name is Jimmy White and I am this year's District Pinewood Derby Chairman. On behalf of all the volunteers and the District Committee, I welcome you to this event!

The Black River District Pinewood Derby represents the best cars from each of the Cub Scout Packs that make up our District. **This year's derby will be held on Saturday, March 09, 2019, at John Hiester Chevrolet at 105 W Cornelius-Harnett Blvd, Lillington, NC 27546.**

This event is for the Scouts – not the parents. Packs are responsible to make sure that each Scout was involved in the design and construction of his car.

Former Scouts remember this race as either the best or worst part of their Cub experience so make sure your son focuses mostly on the fact he made it to this event and not on whether or not he wins.

- This event will focus on 6 levels:
 - Lion
 - Tiger
 - Wolf
 - Bear
 - Webelos 1
 - Arrow of Light (Webelos 2)

Each Pack should send its **top three speed finishers** in each of these levels.

- **There are no Design Competitions this year.**
- In total your Pack may send eighteen (18) speed representatives.
- We will be using one track. To keep on schedule we will attempt to have racing for one level going on while registration is occurring for the next level.
- Entry fee is **\$5.00 per person**. Registrations and payment due **February 23, 2019**.
- Once your pack has completed your derby, please email the District Pinewood Derby chair with the list of participants from your pack. The district pwd chair or district program chair will attempt to contact you in February to make sure we get this information.
- We hope to keep to the following schedule, and will communicate any changes once they are known:

Level	Registration	Racing	Notes
Lions	9:00 – 9:15	9:30 – 9:45	• Awards will be presented once racing has completed and results are verified • The track will be cleaned between each level
Tigers	9:00 – 9:55	10:00 – 11:00	
Wolves	10:15 – 11:10	11:15 – 12:15	
Bears	11:30 – 12:25	12:30 – 1:30	
Webelos	12:45 – 1:40	1:45 – 2:45	
Arrow of Light	2:00 – 2:55	3:00 – 4:00	

- Cars not registered during the assigned times will not be allowed to compete. If you are in line before the close of your respective registration period, you will be registered. Please note: Since we have no way of knowing how many Cub Scouts will pre-register, or how many actually will show up for the District Derby, starting and ending times are estimates; however, the committee will do its very best to keep the race on schedule. Your help with promptness is appreciated.
- Trophies will be awarded to the 1st, 2nd and 3rd place speed finishers. All Scouts will be awarded a participation patch. **Your pack must sign up for participation by Monday, February 23, 2019 in order to participate.**
- **It is the responsibility of each Pack to ensure each participant (and Parents) read these rules. Additionally, each Pack is required to send two (2) volunteers for the entire event! Send an email to the District Program Chair (dwgantt@gmail.com) with your Pack's volunteer names by March 2, 2019. Thank you for complying with these instructions and good luck to all Scouts!!**

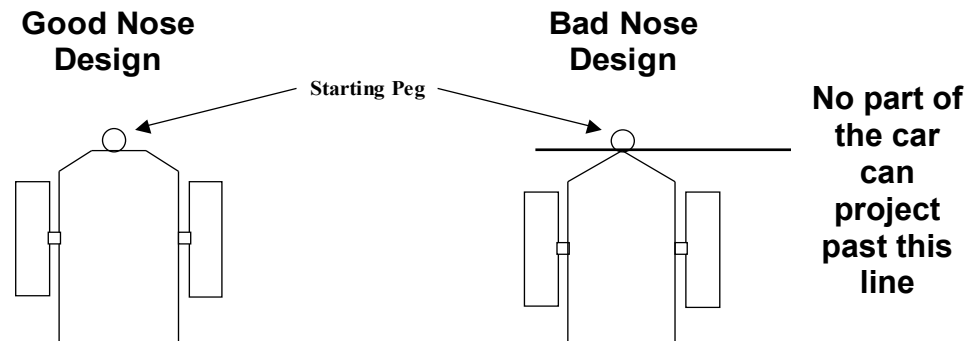
Rules

Note: Each Scout is responsible for understanding and following all rules. Nothing would be more heartbreaking than to work hard on a car and then have it disqualified for a rule violation.

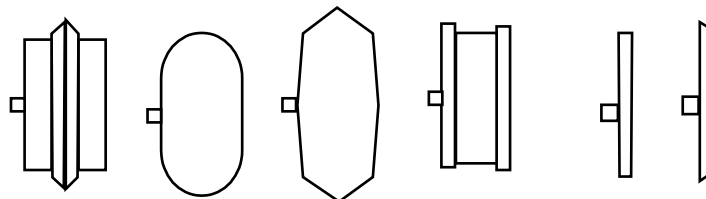
- 1. Class A Uniforms are required for this event! You will not race without a uniform!**
2. Only ten seconds are allowed for the Cub Scout to place his car onto the track for each race.
- 3. Only pre-registered Cub Scouts are allowed to enter and each must be present to compete – in some circumstances, another scout may be allowed to run a scout's car who cannot be present. Contact the PWD Chair for info!**
- 4. Car weight shall not exceed 5.0 ounces. Max car height 3". Max overall width 2 ¾". Max length 7". Cars must fit inside "Go-No Go" dimension box.**
5. A minimum of 3/8" clearance must be provided under the car to clear the track guide rail. Take into consideration any weights or other objects placed under the car when measuring for clearance.
6. Only solid, one-piece pinewood bodies, plastic wheels, and metal nail axles from the **Official BSA Pinewood Derby kit (catalog item #17006 - <https://www.scoutshop.org/pinewood-derby-official-car-kit-17006.html>)** may be used. If you want to use different color wheels, you must use the **Official Pinewood Derby Wheels and Axles (catalog item #647054 for example) <https://www.scoutshop.org/pinewood-derby-green-wheel-axles.html>**. Weights and detail items (such as decals, driver figures, steering wheels, exhaust pipes, etc.) from other sources are acceptable as long as they do not cause the car to violate any other rules.
7. Cars must have been built on or after April 1, 2018. Cars from previous years (whether used or not) as well as axles, wheels and one-piece pinewood bodies used in previous years, are not permitted.
8. Wheel bearings, washers, or bushings on wheels or axles are not allowed. (Washers may be used as weights elsewhere.)
9. Only approved dry powder lubricants may be used, as available at Scout Shop – these include graphite (black/gray) and Teflon (white). Lubes may only be applied outside the building, or at the designated 'pit' area, before final inspection. Excess powder must be shaken off before bringing the car into the building. Lubricant may not be applied to cars after registration.
10. One-piece axles are prohibited. Nail axles provided with the BSA Pinewood Derby car kit (*Note Rules 4 & 6*) must be used and must be in the same plane. **Both ends of each of the four axles must be visible for inspection.** Do not conceal the pointed end with wood putty, paint, weights or other material. **Do not use Axle Guards that cover pointed ends.** Do not file down nail end.
11. Roll test– to pass inspection, all four wheels must rotate when the car is rolled back and forth. If you have a wheel at is not rolling 100% of the time (i.e. the wheel is skipping and the car is not excessively rocking) **and** the check-in judge decides that you made a legitimate effort to have all 4 wheels touch (i.e. meaning that the wheel was not deliberately raised), it will be allowed to run as is. (*Note Rules 2-4, 6, 7, 12-16, & 21.*)

12. The car shall not ride on any type of spring or contain any live animals.
13. The car must be freewheeling with no starting devices.
14. No loose materials of any kind are allowed on or inside the car.
15. No part of the car may project past the rear plane of the track starting pins. The starting pins reach 2 inches above the track

Design Note: A car that has a sharp point at the front may be misaligned in the starting gate and may not accurately break the light beams at either the start or finish line. *This can result in slower times – please carefully design your car accordingly.*



16. Wheels may not be tapered or rounded. Sanding excess plastic mold material at seam lines is permitted. BSA markings must be visible on outside of wheels.



Examples of Illegal Wheels

17. The surface tread of the wheels may be trued and mass of the wheels may be reduced, however the surface area of the tread may not be reduced (*Note rule 16*).
18. The inside lateral (left to right) distance between wheels must be at least 1 ¼ inches to straddle the rail.
19. Wheels and axles must be mounted in the original grooves provided for that purpose in the BSA kit. The length of the wheelbase or position of the wheels on the car may not be modified. Either end of the wood block may be designated to be the front of the car. Depth of provided grooves may not be changed.
20. Weights must be an integral part of the car chassis. Weights may not be held in place using tape.

21. Scouts are responsible for being on time. No heat will be delayed more than 15 seconds waiting for any Scout.
22. Scouts are not permitted to touch a competitor's car under any circumstances. Scouts are not permitted to touch their own car after it has been registered except when instructed to place the car on the track, return it to the display table, or make a repair. Scouts may be disqualified for touching any car at inappropriate times. Except for staff working the race, adults are not permitted to handle cars after registration.
23. In the event of a breakdown, Scouts have 2 minutes (under the supervision of a race official) to perform repairs with the assistance of the Pit Crew. Only one repair is permitted during the District Derby. After repairs are complete, the car must pass inspection once more. All original inspection rules apply.
24. If a car jumps its lane, the race will not be counted and will be re-run; if this happens twice in the same heat, the car will be disqualified. This applies, as well, to cars that fail to cross the finish line twice in the same heat.
25. Wheels and axles from online shops, Ebay, etc, are not allowed, as these represent work of third-parties rather than just raw materials, and do not involve the scout's effort to prepare. *(Note Rule 6 for official source of parts)*
26. **Once a car begins registration/inspection, NO MORE MODIFICATIONS CAN BE MADE UNLESS THE CAR FAILS INSPECTION.** This means that if a car weighs in at 4.92 ounces, that is the weight at which it will race. A preliminary weigh-in scale may be available, but the only scale that really matters is the one at the inspection table. This is to attempt to keep the registration process moving.
27. No electronics of any type are allowed to be in or on the car. This includes but is not limited to fans and lights.
28. Though it shouldn't need to be stated so bluntly, yet every year it seems to bear repeating: If you are buying wheels, nails, or body (or whole car) off of eBay or anywhere else on the internet, you've missed the entire point of this. Just Don't Do it. *(see rules 6 and 25)*
29. Decisions of the Inspection Crew and Race Officials are final. We rule in the spirit of fair Scouting.

Guidelines for Entrants Advancing to the 2019 Black River District Pinewood Derby

Please check email or the district website for updates, changes, weather cancellation/postponement.

Here are some important things to remember:

- Read all information on the previous pages. Any questions should be addressed before submitting your intent to compete.
- Confirm with your Cubmaster your intent to race. Make sure your pack has reserved your participation spot with the district.
- Remove any stickers from the underside of your car.
- Once you have passed car inspection and registration, you must clear the area to make room for other Cub Scouts to register. Please keep your voice down so that you will hear the loudspeaker call for your rank and car number.
- When your rank is called, immediately proceed to the track area and wait for further instructions from a District Race Official.

SPECIAL NOTE: In the rare event there is a tie in the Speed Races, the best and worst times from the tied cars will be dropped. A new average will be calculated and a winner should prevail. If a winner does not prevail, the Race Officials will remove yet another best/worst race from each car. Again, if a winner fails to emerge after the third try then dual trophies will be awarded. All decisions are final. If you do not agree with this ruling, please do not race your car.

Again, if you desire to see the Derby managed differently, then please volunteer your time and talent to make this an even better derby for future Cub Scouts! Your help is appreciated and needed for the 2019 District Championship