

## **PACK 60 - 2010 Pinewood Derby Rules**

1. All cars must pass inspection to qualify for the races.

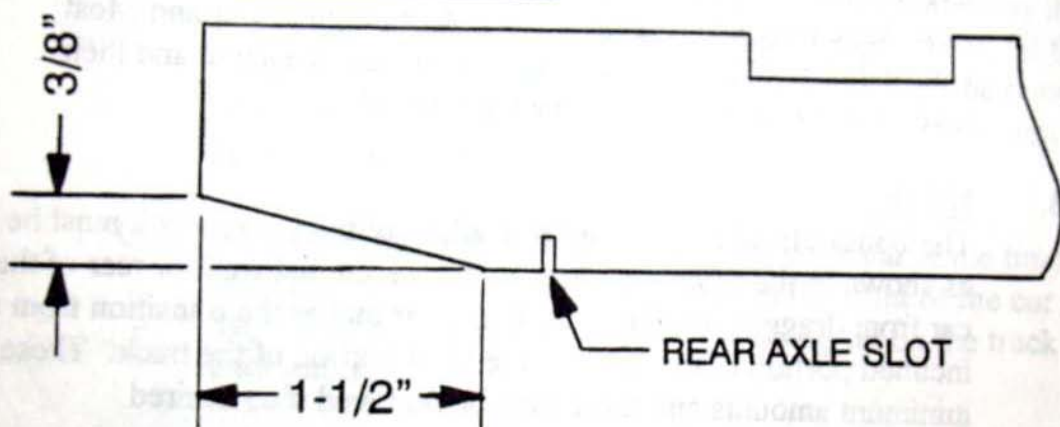
### Inspection Points

- A. Car must be made this year. (No borrowing of someone else's car or reusing a car from past years.)
- B. Width shall not exceed  $2 \frac{3}{4}$  inches.
- C. Length shall not exceed  $7 \frac{3}{8}$  inches.
- D. Height shall not exceed  $4 \frac{1}{4}$  inches.
- E. Weight shall not exceed 5.0 ounces (see item O. below)
- F. Axles and wheels shall be as provided in the kit.
- G. Wheels and axles must be placed in the preslotted section of the car ONLY.  
  
CAUTION: The area of the body where the axles are inserted must remain  $1 \frac{3}{4}$  inches wide, otherwise the wheels will not fit over the guide strips on the track.
- H. Wheels must sit flat. No tipping or angling of wheels is permitted.
- I. Wheel bearings, washers, bushings, oil, grease or any foreign substance other than dry powdered graphite is prohibited. Powdered graphite can be applied at home, and will also be available at the time of registration.
- J. The car shall not ride on any type of springs.
- K. The car must be free wheeling with no started devices.

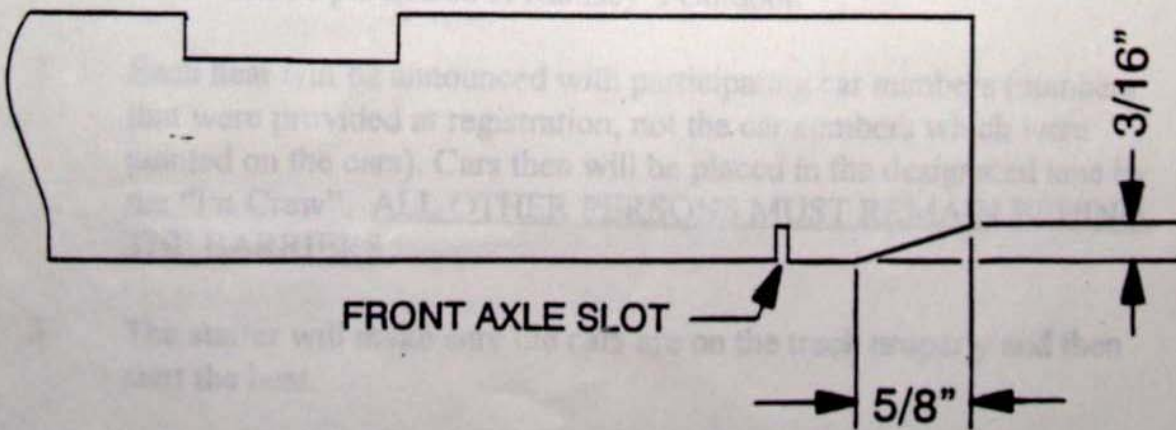
- L. Any details added must be within weight, width and length limits.
- M. No loose material of any kind will be allowed on the car (Such as lead, coins, nuts, bolts, etc.)
- N. If material is added to increase the weight; it must be securely attached or glued in place. Do not allow anything to extend below the bottom of the wood block because it will rub on the guide strip in the center of the lane.
- O. The weight must not exceed 5.0 ounces as determined by the official weigh-in scales used at the time of registration. If the weight of the car exceeds 5.0 ounces, weights must be removed from the car to make it conform to the 5.0 ounce maximum limit before the car will be allowed to race.
- P. An official number will be provided for each car at the time of registration. This number will be put on the front of the car by the “Pit Crew”. (This avoids any car being set on the track backwards.)
- Q. NO PRE-ASSEMBLED OR PRE-WORKED CAR KITS ARE ALLOWED: such as kits from B.J. Hobbies or Boy’s Life. Only the kit issued by the pack can be used. If your kit is damaged during assembly or otherwise made unusable, new kits can be purchased at Ramsey’s Outdoor.
2. Each heat will be announced with participating car numbers (numbers that were provided at registration, not the car numbers which were painted on the cars). Cars then will be placed in the designated lane by the “Pit Crew”. ALL OTHER PERSONS MUST REMAIN BEHIND THE BARRIERS!
3. The starter will make sure the cars are on the track properly and then start the heat.

4. The car who records the fastest time by the computer is the winner. This will be determined by the computer. For 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place all determinations by the computer will be BINDING and FINAL.
5. If for any reason the car leaves the track, runs out of its lane, interferes with another car or loses its axle, etc., the heat will be run over. If the same car gets into trouble on the second run, the contestant automatically loses the race. If on the second run another car is interfered with by the same car the heat will be run a third time, but without the car that was disqualified.
6. When the race is over and the results recorded, the cars will be taken back to the storage area by the race personnel.
7. After all races are complete; awards will be announced shortly after. Every scout receives a participation trophy. There will be **Design Awards** for The Best Looking, The Most Original /Unusual, The Funniest, The 2010 Theme Car - *Most Patriotic*, and The "Scout Car" – a car that in the judges' opinions was designed and worked on primarily by the scout himself. When winners are announced, the scout and their parents will come up to receive their award.
8. NOTE: The bottom front and bottom rear edges of the wood block must be cut as shown in the following drawing to prevent the front or rear of the car from dragging on the track as the car makes the transition from the inclined portion of the track to the level portion of the track. These are minimum amounts and more may be removed if so desired.

### REAR SECTION



### FRONT SECTION



## **SUGGESTIONS AND HELPFUL HINTS**

For best results, follow the directions and suggestions enclosed in your car kit; however, here are a few suggestions that have worked well over the years:

### **WEIGHT:**

- 1 The body wood in the kit weighs less than 5 ounces. It is to your advantage to have the car weigh as close to 5 ounces as possible, so additional weight will be needed.
- 2 A small weight strip may be purchased at a hobby store and attached to the bottom of the car. These will have to be recessed or they will drag on the track. Weight can also be added by melting solder and pouring it into a groove formed on the bottom of the car between axle slots.
- 3 Or, a groove could be made approximately ½ inch wide, ½ inch deep and 2 inches long and centered between the axle slots and side to side. This can be done with a router or with a wood bit and drill. Hammer small nails into the groove to provide a means of holding the melted solder in place.
- 4 A hole drilled in the body of the car can be used to house added glued weights (Small fishing weights work well).

### **BODY:**

- 1 Cars, trucks, vans and hot rods have all been entered in previous years. Use your imagination and creativity to design and paint your car. Simple hand tools work as well as fancy power tools.
- 2 Sanding, sanding, and more sanding is the key to a smooth appearance.

### **PAINT:**

1. Water base, enamel, lacquer based or spray can all be used on your car. Undercoating the body with white paint will give your car a more uniform finish, but this is not required.

2. PAINT THE CAR WELL IN ADVANCE of the race day. This allows the finish to dry thoroughly. Your car will be handled often during the race and fingerprints will be left on tacky paint.

**WHEELS:**

1. Try to remove any burrs on the wheels and axles carefully. Follow the directions that came with your kit.

**LUBE:**

1 Do not put oil or grease on the axles. This will only pick up dust and slow down your car. Dry graphite hobby lube works the best and will be supplied by the "Pit Crew" at the race. (If you decide to put graphite on the axles yourself, be aware that it is very messy and may detract from the appearance of the car.)

2 A clever way to lubricate axles has been to apply tape or round label stickers to the wheels as hub caps. First, fill the hub area with graphite and then apply the sticker as a hub cap.

**WEIGH-IN WILL BE 1 HOUR BEFORE THE RACE**

Thank you,

Pack Committee