



TIMUCUA DISTRICT
2013 PINWOOD DERBY RULES
FOR ALL PACK AND DISTRICT RACES

GENERAL DERBY RULES

1. Each boy should build his car with adult supervision. Adults should not build cars while boys watch.
2. Each car should be built new this scouting season, from new materials. Do not recycle last year's fast car, best wheels, etc.
3. Derby car must be the same car that qualified at the pack derbies. No substitutions will be allowed.
4. Only one car per scout will be allowed to register. No scout will enter the speed event and the design event.
5. Scouts should be in Class A uniform, and must be present to participate in the District Derby.
6. The Derby officials reserve the right to determine a cars eligibility or ineligibility to race if an unfair practice is discovered that is not covered in these rules. The officials' objective is to hold a race that is fair to all boys. Boys whose cars are in violation of the rules will be given the chance (time permitting) to make their cars legal.
7. ***Scouting encourages good sportsmanship. Cars will be disqualified if the Scout or his parents display unsportsmanlike conduct on the race site. Remember, the object is for all Scouts to have a great time!***

SPEED RACE RULES

Only the cars placing within in the top 4 places at the pack races are eligible for the district derby.

1. **Maximum width** including tires and axles must not exceed **2 3/4"**.
2. **Minimum width** of the body at the axles should be **1 3/4"**.
3. **Maximum length** must not exceed **7"**.
4. **Bottom clearance should be 3/8" but will NOT be cause for disqualification.** Some Pinewood Derby Tracks have a 1/4" high guide rail. Low hanging weights will often drag on the track.
5. **Wheelbase** (distance between the axles) must not exceed the distance between the precut axle slots on the standard pinewood block, i.e. **4 3/8"**. Shortening the wheelbase will be permitted.
6. **No wheel shall ride upon the center guide strip.** No extra guide pins, rollers or wheels designed to ride on or against the center guide strip will be allowed.
7. The car **may not exceed 5 ounces** as determined by the scale at the race.
8. Axles, wheels and body must be made from the **official Cub Scout Grand Prix Pinewood Derby Kit.** No store-bought preformed bodies.
9. The **wheels** may be lightly sanded or polished to remove bumps and blemishes.
10. They **must not be ground down, grooved, hollowed out, carved, cut, shaved or otherwise redesigned.** Original ridges and raised letters must still be visible.
11. **No magnet** of any type will be allowed on any speed car
12. The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.) No part of the car may extend forward of the point where the car touches the starting post.
13. The wheels should be lubricated with graphite or powdered silicone. **Oil and other liquid lubricants are prohibited.**
14. **Wheel bearings, washers, and bushings are prohibited.**
15. **The car must not ride on any kind of springs or suspension system,** other than a suspension system that is actually carved from the pinewood block.
16. **Loose materials are not allowed** on the cars.
17. **No moving or liquid weights** are allowed.

DESIGN CARS RULES

Each Pack will be eligible to **select 18 cars** to send to the District event as design cars.

There are **six (6) Design Car Categories (see below)**. Each Pack should select one car for each category for each:

1. Tiger
2. Cub
3. Webelos

These cars will not compete in the speed race at District.

****Remember, we should be rewarding the boys' modeling skills, not the parents' skills! ****

DESIGN CAR CATEGORIES

1. **Animal Cars** should resemble an animal of some type
2. **Military Cars** must represent the US Armed forces
3. **Scout Theme Cars** should represent some aspect of Cub Scouting
4. **Sports/Games Cars** should relate to some aspect of a sport or game
5. **Movie/TV Character Cars** should represent a character from TV or movie
6. **Most Authentic** should resemble an real car or truck etc...

Design cars must meet all the same criteria as the speed cars and be able to race (rules 1 – 17 above including length, width and weight).

Add-ons and displays are great for showing off your car in your home, at a Pack meeting and at the District Pinewood Derby! **Displays for design cars will be allowed at this years District Derby.**

JUDGING CRITERIA

Cars will be judged on:

1. **Originality** How much creative thought went into the design?
2. **Craftsmanship** How much work actually went into making the car?
3. **Category** How well does it fit the design category?
4. **Scout participation** Does the craftsmanship represent the scout's work, or the parents? We understand and encourage that the Scout and the parents work together, however, the Scout needs to be the driving force. It needs to be "his" car, not one Dad made for him.