

# Northwest Scouters - Business Pinewood Derby Rules

## Outline:

Help support scouting organizations in the Northwest by being a participant in the Northwest Scouters Business Pinewood Derby. All proceeds from the Business Pinewood derby will be used by Northwest Scouters, a 501(c)(3) company, to support scouting in the northwest.

## Participation:

The Pinewood Derby is open to all Businesses. A participation fee of \$100.00 will include an official pinewood derby car kit, appreciation plaque, and a booklet on "hints to building a pinewood derby car".

## Racing:

Race day will involve elimination races by class, i.e. Autobody Shops, Auto Dealers, Financial, etc. The winners from each of these classes will go forward to a final championship where the overall winner declared. The overall winner of the Businesses will be presented with a trophy to display at their location until the following years Business Pinewood Derby.

## Date:

Please see our website for the date and location of this year's Pinewood Derby: [www.nwscouters.org](http://www.nwscouters.org)

## Race Day:

It is very important that you have your car registered and inspected by the judges during the assigned time period. The first Business heat race will be held at 10:15am. Additional heats will be held following each Cub Scout Class. Business Championship will be run following the Cub Scout Webelos Class racing.

## Racing Schedule:

Racing Classes	Check-in Time	Race Start Time	Trophy Presentation
Business Class	9:00am – 9:50am	First Race 10:15am	
Tigers	9:30am – 9:50am	10:00am	10:25am
Wolves	10:00am – 10:20am	10:30am	10:55am
Bears	10:30am – 10:50am	11:00am	11:25am
Webelos	11:00am – 11:20am	11:30am	11:55am
Business Championship		12:00pm	12:10pm
Cub Scout Championship		12:15pm	12:25pm
Open Class	11:30am – 11:50pm	12:30pm	12:40pm

## Registration:

Registration will be from 9:00am to 9:50am, please register early to avoid any last minute rushes. This will allow the racing to begin on time.

## Race Times:

The first heat races will begin at 10:15am. We will run a couple of business heat races following each Cub Scout class. The Championship race will be held after all the Cub Scout classes have been run.

## Rules:

1. The inspectors have the right to disqualify those cars that do not meet these specifications and for any other reason that constitutes foul play.
2. All cars must pass inspection by the official inspection committee before it will be allowed to compete.
3. All cars must have been made during the current year from the official Cub Scout derby kit provided by Northwest Scouters. No car or portion thereof, used in any previous year by any group or individual, shall be entered.
4. Company and organizational logo's are acceptable and encouraged!
5. Wheel axles may be lubricated with dry lubricant only! No oily substances are allowed. Lubrication on race day **MUST BE DONE OUTDOORS** and prior to check-in.
6. Post race inspections will be conducted on all winning cars. This may include removing one or more of the wheels to inspect for illegal axle modifications.

## Body Specifications:

1. **Width.** The overall width of the car shall not exceed 2 ¾ inches.
2. **Length.** The overall length of the car shall not exceed 7 inches.

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3. **Weight.** The weight of the car shall not exceed (5 ounces / 141.5 grams). No loose materials of any kind are permitted in or on the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided any such additional material is securely built into the body. Weight should be screwed, or glued on. They cannot be taped on, if additional weight is needed at checking you must use glue or some other permanent means of attachment.
4. **Details.** Details such as the steering wheel, driver, decals, painting and interior detail are permissible as long as these details do not exceed the maximum length, width and weight specifications.
5. **Wheel Clearance.** The clearance between the wheels must be 1- $\frac{3}{4}$  inches.
6. **Track Clearance.** The car must have 3/8-inch clearance under the car.
7. **Starting Gate.** No portion of the car is to extend past the starting peg.
8. **Attachments.** The car must be freewheeling, with no starting devices.
9. **Paint.** No cars with wet paint or sticky surfaces will be accepted for racing.

### Wheels and Axle Assembly:

1. Only the wheels supplied with the official Cub Scout derby kit may be used. Cars with modified or old-style wheels will be disqualified.
2. Wheels must not be modified as to reduce the contact area to the track surface; the wheel surface must remain flat. You may not narrow the wheels, reduce the diameter or round them to reduce surface friction.
3. Burrs on the wheels may be removed and imperfections may be sanded smooth.
4. Wheel bearings, washers, bushings, and modifications to the axle holes are prohibited.
5. The car shall not ride on any type of springs.
6. Only the axles supplied with the official Cub Scout derby kit may be used. Burrs on the axles may be removed and polished if desired. No other modifications such as grooving, tapering, etc... are permitted!
7. Dry Lubricate can be applied only to the axle wheel area. No application of lubricant is permitted on exposed surfaces of the wheels.
8. Axle wheel covers are prohibited. (I.E. putting hubcaps on to keep the wheel axles full of lubricant)

### Inspection:

1. All decisions made by the inspection team are final.
2. Questions regarding rule interpretations are to be decided by the inspection team. The inspection team may at their discretion request additional input from one or more individuals. All rule interpretations by the race officials are final.
3. Once a car has passed final inspection it will be forfeited to the race officials for the duration of the races.

### Race Day:

1. Each pinewood derby car must have a representative at the races. If the owner of the pinewood derby car is unable to attend then a proxy owner will be allowed to attend in the owner's place.
2. The race officials will announce each race class and heat.
3. The Starter will make sure the cars are on the track properly and then will start the race.
4. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time but without the disqualified car.
5. The decision of the race officials as to the results of each race will be final.

### Conduct:

1. All adults and scouts are expected to have respect for one another and the competition. Any person acting in a non-sportsman like manner will have their pinewood derby car disqualified.
2. The race officials are volunteers for this event. Please respect their decisions. Arguing with race officials is considered non-sportsman like conduct.

For questions or additional information please contact one of the following:

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