



Pack **239**

2012 Pinewood Derby

While we will be making announcements about this year's Pinewood Derby at our Pack Meetings in December and early January, you can check the Pack 239 website at <http://www.pack239.org/index.htm> for information and updates. If you do not have Internet access, please check with your Den Leader for specifics.

SUNDAY, JANUARY 8th – PINEWOOD DERBY WORKSHOP

- The workshop is intended to help new Scouts and first-time racers with the design and initial building of their cars. We'll have tools available (with adult supervision), design ideas, and speed tips to share with Scouts and their parents. Be sure to bring your car kits!
- Place: The Glatz's House/Garage – 592 Chesterfield Lane, Barrington, IL
- Time: 10:00AM – Noon

FRIDAY, JANUARY 13st – SHAKEDOWN

- The shakedown session is provided to pre-check your cars for proper dimensions and weight. Some tools and "expert" advice will be available to assist you in getting your car in compliance with the Pinewood Derby Rules. A small portion of the track will be set up to test run your car.
- Place: Isaac Fox School Cafeteria
- Time: 6:00PM – 8:30PM

FRIDAY, JANUARY 20th – RACE DAY

- Place: Isaac Fox School Cafeteria/Gym
- Doors Open: 7:00PM
- Targeted Time Slots: Tigers: 7:15PM – 7:30PM; Wolves: 7:30PM – 7:50PM; Bears: 7:50PM – 8:10PM; Webelos I: 8:10PM – 8:30PM; Webelos II: 8:30PM – 9:00PM

Since we have a large number of racers, it is very important for you to arrive at least 15 minutes early for your Den's time slot to accommodate for final check in.

Awards will be presented at the end of each Den's race. There will be an area set up for pictures.

Parents and Scouts, please review the attached Pinewood Derby Rules. If you have any questions, please contact Mike Glatz at (847) 726-8828 or e-mail him at: mglatz5124@gmail.com.





PINEWOOD DERBY RULES

1. CARS

All cars must be made from the official Boy Scout pinewood derby kits provided by Pack 239. No substitute wooden blocks, wheels or axles are allowed. Please contact your Den Leader or the Pinewood Derby Committee if you need any replacement parts.

2. LENGTH, WIDTH, HEIGHT & CLEARANCE

- a. Maximum overall width (including wheels & axles) shall not exceed 2.75"
- b. Minimum width between wheels shall not be less than 1.75" so car can clear the wheel guides on the track
- c. Minimum clearance between bottom of car and ground shall be 0.375"
- d. Maximum length shall not exceed 7"
- e. No portion of the car can extend beyond the starting gate as this would create an unfair advantage.
- f. Maximum height may not exceed 3" (from bottom of tire to top of car)
- g. Please reference the graphics on page 6 of this document for clarification.

3. WEIGHT & APPEARANCE

- a. Weight shall not exceed 5.0 ounces. The reading of the official race scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood, metal or plastic only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car. Adhesive tape is not considered a secure fastener.
- b. Mercury shall not be used for adding weight as it is a hazard.
- c. Details such as steering wheel, driver, spoiler, decals, painting, and interior details are permitted as long as they do not exceed width, length, height, and clearance allowances.
- d. Cars with wet paint will not be permitted to race.

4. WHEELS & AXLES

- a. Only the official Boy Scout wheels and axles provided by Pack 239 can be used.
- b. All cars must use slots in the original block of wood for axle placement. **No changes in axle distance will be allowed.** Axle distance is 4.375" from the center of the front axle to the center of the back axle.
- c. Wheel bearing, washers, or bushings are prohibited.
- d. The car shall not ride on any type of spring.
- e. The car must be freewheeling with no starting device or other propulsion.
- f. Due to imperfections left by the molding process, there may be slight bumps on the bottom portion of the wheels that will contact the track. Only light sanding of this surface is permitted. Tread (indicators) marks on the outside edge of the wheel must clearly be visible on all 4 wheels.
- g. Other than the sanding of the wheel noted in (f) above, wheels should not be shaved or altered in **any** way (i.e. holes drilled in sides or edges narrowed/rounded). The basic shape of the wheels may not be changed.

5. LUBRICATION

- a. Only dry powdered graphite may be used. Regular oils and silicone sprays may soften the plastic wheels and will not be accepted.
- b. Cars may be lubricated before official check-in on Race Day. No further lubrication will be permitted after official check-in.



6. GROUND RULES

- a. The race will be divided into five groups - Tigers, Wolves, Bears, Webelos I, and Webelos II. Scouts must be registered with Pack 239 in order to race.
- b. Cars must have been made for the 2012 race. Cars made for a previous Pinewood Derby are not permitted.
- c. If a car should jump the track and interfere with another car, the heat will be re-run. If the same car leaves the track a second time and interferes with another car, it will be given a DNF (Did Not Finish) designation for its remaining heats.
- d. If a car jumps the track and does not interfere with another car, it will be given a default finish time of 9.999 seconds.
- e. If a car suffers from a mechanical problem (looses a wheel or an axle for example) and a repair can be made in a reasonable time, the heat will be run again. If not, the car will lose the heat.
- f. Only Race Officials and Scouts racing that heat will be permitted in the race area. This will be strictly enforced. Ample seating will be provided for our guests and participants.

7. SCORING

There will be two rounds for each group, the Qualifying Round and the Finals Round. In the Qualifying Round, each car will run in four heats, once on each lane of the track. Cars will be run in random order, which is determined by the race software. The track utilizes a laser start gate and digital timer to determine the finish time of each car in the heat. Finish times will be captured down to 1/1000 of a second (for example, 5.382 sec.). At the end of the Qualification Round, the cars with the fastest overall race times will be advanced to the Finals Round.

In the Finals Round, each car will run in four heats, once on each lane of the track. Cars will be run in random order, which is determined by the race software. The lowest total race time in four heats will take 1st Place and so on.

8. INSPECTION AND DISPUTES

- a. Each car must pass inspection by the official inspection team before it may compete. The inspection team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of violations and given an opportunity to modify the car to meet these rules.
- b. Any participant (including the parent of the participant) has the right to appeal to the Race Rules Committee for an interpretation of these rules. The Race Rules Committee by a majority vote will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairperson will be final. Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.
- c. ALL JUDGES DECISIONS ARE FINAL.

(Continued)



9. AWARDS

- a. Our intent is to provide every Scout that makes a car and participates in the Pinewood Derby one trophy. In order to receive a trophy, the Scout must make a car according to the Pinewood Derby Rules and attend the race day event.
- b. First, Second, and Third Place trophies will be awarded for Speed and Design for each group (Tiger, Wolf, Bear, Webelos I, and Webelos II). Design judging criteria are noted below.
- c. Scouts who place First, Second, or Third for Speed will **not** be included in the Design Contest. This eliminates the chance of any individual Scout receiving more than one trophy.
- d. All other participants will receive a Participation trophy in recognition of their efforts and participation in the race day event.
- e. Scouts from each group will also vote for their favorite car design. The winner from each group will receive a Scout's Choice medal.

DESIGN CONTEST JUDGING CRITERIA

Volunteer Boy Scouts will act as the Design Contest Judges on Race Day. Siblings or relatives of any of the participants will recuse themselves from judging in any applicable group. The Design Contest Judges will take the following into consideration when assigning a score to each car. Cars can receive a score from 1 to 5. The car with the most total points will be deemed the winner.

1. UNIQUENESS / IMAGINATION

This category will evaluate the conceptual thinking the Scout gave to his work as well as his attention to meeting all Official Pinewood Derby specifications.

Example: A car looking like a unique object such as a pencil, arrow, character, or futuristic sports car.

2. CRAFTSMANSHIP

This category will consider the effort that was put into the fit and finish of the vehicle by the Scout.

Example: The smoothness of the service, fit of the parts, gloss of the paint, etc. are judged.

3. COLOR USAGE

In this category, the usage of color is judged.

Example: How and where different colors are used in the design.

4. DETAILING

In this category, the blending of all the parts that make up the car is evaluated.

Example: How the usage and placement of all parts contribute to the overall appearance.

5. GRAPHICS

The utilization of numbers, decals, painted symbols, etc. are judged as they relate to the design of the car in this category.

NOTE: We do not recommend the use of reflective or holographic decals or stickers on the cars as they may confuse the light sensors used on the track. They could negatively impact your race time.

Example: In regards to graphics, the judges would rate the contributions of these items towards the overall appearance of the car in the same way icing decorates a cake.



NOTE TO PARENTS:

This is a parent / son project but we encourage you to let your son do as much of the work as possible. Provide advice and assistance in the design and crafting of his car, and ensure his safety when using certain tools. Each year the imagination and talent our Scouts display in designing their cars surprise us. Design Judges look for cars that are made by the Scouts themselves.

The intent is for this to be a fun project and event for the boys. Let's all keep in mind that this is their race – not ours!!

SIGNAL HILL DISTRICT PINWOOD DERBY

Top-ranked speed and design winners from Pack 239 will be eligible to compete in the Signal Hill District Pinewood Derby. The date for the District event was unavailable at the time of printing. Please check the Signal Hill site for details (link below).

Speed: We will be sending the 1st Place - Speed category winner for the Wolf, Bear, and Webelos rank to the District event.

Design: We will send the 1st Place - Design category winner for the Wolf, Bear, and Webelos rank to the District event.



To provide a larger number of our new Tiger Scouts the opportunity to participate in the District event, the top **two** Tiger finishers for Speed and Design will be invited to the District event.

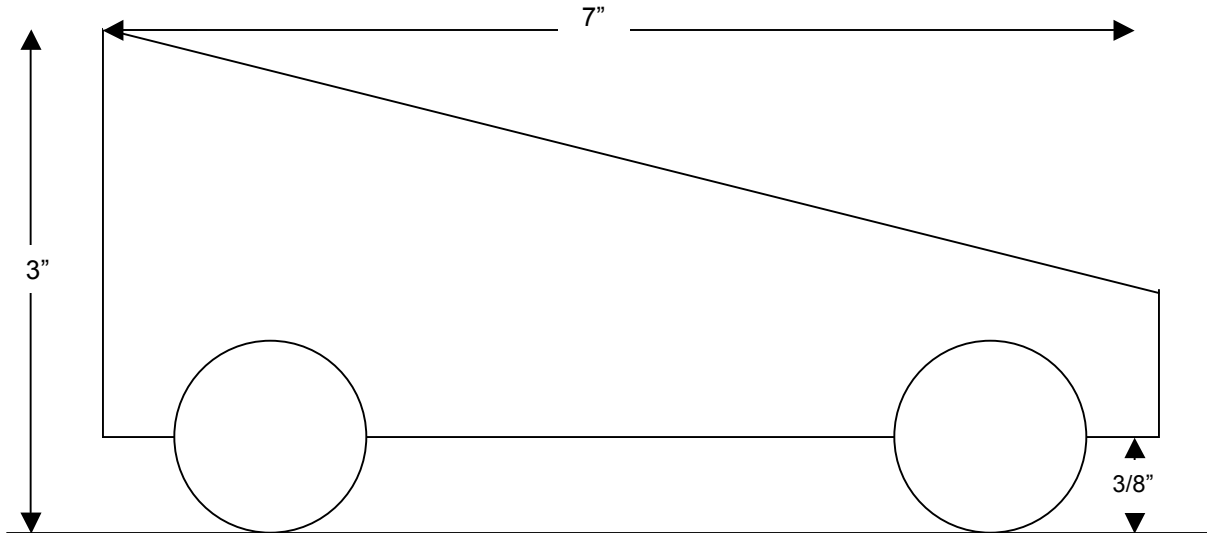
There is a registration fee to participate, which will be covered by Pack 239. Exact time/place for the District Pinewood Derby event was not posted at the publish date for this document.

The rules and regulations outlined in this document are in strict alignment with those of the District Pinewood Derby. Additional details will be distributed to those eligible to participate in advance. You can also reference the District's web site at: <http://signalhill.nwsc.org>





KEY DIMENSIONS



DISTANCE OF WHEEL BASE CANNOT BE ALTERED
THE ORIGINAL SLOTS IN THE WOOD **MUST** BE USED

