

# Pinewood Derby

## Pinewood Derby Workshop

Pack 179 has the following dates reserved. Pat Hardage likes to limit the number of scouts to 8 per class.

Jan 10<sup>th</sup> (Thurs) 6pm-9pm Reserved Workshop  
Slot#1 – Pat Hardage

Jan 17<sup>th</sup> (Thurs) 6pm-9pm Reserved Workshop  
Slot#2 -- Pat Hardage

Jan 18<sup>th</sup> (Fri) 6pm-9pm Reserved Workshop  
Slot#3 -- Pat Hardage

Jan 19<sup>th</sup> (Sat) 4pm-7pm Reserved Workshop  
Slot#4 -- Pat Hardage

To sign up for a slot or Sr. Webelos wanting to enter an Outlaw car email Mark Fletcher at [m-fletcher3@ti.com](mailto:m-fletcher3@ti.com)

You and your scout can do it yourself (google Pinewood Derby Tips) and/or you can both attend Mr.Pat Hardage's workshop on one of the dates below (\$20 for 3hrs of shop time, great secret tips). Check out his website – at [Pinewood Derby Workshop](#).

### KEY DATES:

Jan 10<sup>th</sup>, 17<sup>th</sup>, 18<sup>th</sup>, 19<sup>th</sup> – Workshop Days

Jan 25<sup>th</sup> (Friday) 7:00pm – 8:00 pm Track Setup at Barksdale Cafeteria, test your car, weigh on the official scale, make some test runs.

Jan 26<sup>th</sup> (Sat) Race Day -- Race times according to ranks below (Note: register at least 10 minutes prior to Race Begins time)

<u>Rank</u>	<u>Registration</u>	<u>Race</u>
Tiger	8:00 am	8:30 am
Wolf	8:45 am	9:15 am
Bear	9:30 am	10:00 am
Jr. Webelo	10:15 am	10:45 am
Pack		11:00 am
Outlaws		11:30 am

Trophies given out to 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, & 4<sup>th</sup> place by rank and also best design by rank. Then there's a final champion trophy. Each scout is given a ribbon/award for participation.

Each car will be announced (car name, and scout name) and video/displayed on a projector to the audience prior to the each race timeslot. Be sure to have a car name ready in mind when you register.

## RUNNING THE RACE:

- #1 Register Car with Car Name at least 10 minutes before scheduled race time
- #2 Once Car is registered, it stays at the staging table until all races are complete
- #3 Every Car will race 6 times (once in each lane)
- #4 Top 2 Cars from each Rank will advance to Semi-finals (8 Cars, racing 6 times each, once for each lane)
- #5 Top 6 Semi-finalists advance to Finals (6 races, once for each lane) -- PACK CHAMPION DETERMINED.
- #6 All ties will be decided by an extra head-to-head race (if necessary) -- to avoid lane advantage, we'll race the cars multiple times switching lanes.
- #7 Everyone is required to have FUN and help make it FUN for everyone!!!

## VOLUNTEERS APPRECIATED – especially Tiger and Wolf parents !

1. Anyone with a pickup truck who would like to help deliver/return the derby track, please e-mail me or call me 469-323-0839. The track is kept in the Storage place next to Barksdale. We'll meet at Barksdale Friday Dec 25th 5:50pm and then head to the Storage place to load the track. Then set it up at Barksdale starting at 6:30pm. Saturday around 12:30pm, we'll need to haul the track back to Storage. We'll need about 2 pickup trucks. Also it'd be great to have folks there during cleanup after the race. Thanks.

## DURING RACE:

1. If anyone spots an anomaly during the race that we don't catch (ie; car run backwards, or whatever), PLEASE let a committee person know ASAP, we'll re-run that race to make it fair.
2. Wagering and biting during race are not allowed.

Please feel free to call me, Mark Fletcher with ANY derby questions 469-323-0839.

## DESIGN RULES:

1. Length, Width, Height and Clearance
  - a) Cars must be constructed from one of the Official Grand Prix Pinewood Derby Kits (Official Kits) distributed by Boy Scouts of America - these were handed out to the Pack.
  - b) The maximum overall width (including wheels and axles) shall not exceed 2 ¾ inches.
  - c) The minimum width between the wheels shall be 1 ¾ inches so the car will clear the center guide strip on the track.
  - d) The minimum clearance between the bottom of the car and the track surface shall be 3/8 inch so the car will clear the center guide strip on the track.
  - e) The maximum overall length shall not exceed 7 inches.
  - f) The maximum overall height of the car shall not exceed 4 1/2 inches.
  - g) The wheelbase of the original block of wood may not be altered (ie; you can't change how far apart the wheels are).

## 2. Weight and Appearance

- a) Weight shall not exceed 5 ounces (141.75 grams). The reading of the official scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood, plastic or metal only, provided the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.
- b) Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width, height, or weight specifications.
- c) Cars with wet paint or wet glue will not be accepted.
- d) Because of the way the track is built, it is suggested that nothing extend forward beyond the middle front of the car (i.e., no V shaped nose), and that the middle front be at least  $\frac{1}{4}$  inch wide. The track is made with  $\frac{1}{4}$  inch dowels at the starting line that the nose of the car rests on until the gate is opened.

## 3. Wheels and Axles

- a) Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit (you may trade wheels with fellow scouts to match mold numbers, or buy another kit to match wheels, but you can't buy special pre-polished wheels from outside).
- b) Wheels may be lightly sanded to smooth out molding imperfections. This light sanding is the only modification allowed. Beveling, tapering, thin sanding, pointing or cutting grooves in the wheels is prohibited.
- c) Axles may not be altered in any way except for polishing and removal of molding imperfections.
- d) Wheel bearings, washers, bushings, and hub caps are prohibited.
- e) The car shall not ride on any type of springs.
- f) The car must be free-wheeling, with no starting device or other type of propulsion