



Year 2005 Rules

The purpose of the rules is to provide a reasonable and level playing field for all contestants.

The footnotes at the bottom of the page might help clarify any confusion about the rules. If you still have uncertainty about what is allowed, please contact your Den Leader.

Eligibility of Contestants and Cars

- The Year 2005 Scout Competition is open to all Pack 20 Cub Scouts. In case of illness or a valid conflict, an absent scout may be represented by a mentor or fellow Cub Scout.
- Cars in the Year 2005 Scout Competition must have been made for this race season. Cars, or parts of cars such as wheels or axles, from previous years may not be used.
- We encourage the construction of Year 2005 Scout Competition cars using the block in the official Grand Prix Pinewood Derby kit.
- **The cars must be built by the Owner / Cub Scout. He should be assisted by a Parent or Mentor.**¹

Length, Width & Clearance

- Maximum overall width (including wheels and axles) shall not exceed 2-3/4"
- Minimum width between wheels shall be 1-3/4" so car will clear the center guide strip.
- Minimum clearance between the bottom of the car and track shall be 3/8" so the car will clear the center guide strip.
- Maximum length (including wheels) shall not exceed 7".

Wheels and axles

- Only the wheels and axles from the official Grand Prix Pinewood Derby kit may be used.²
- Axles may be lightly filed, sanded and polished. This light filing, sanding and polishing is the only axle modification allowed.³

Weight and Appearance

- **Weight shall not exceed 5 ounces.** The readings of the Official Race Scale will be considered final.
- The car may be carved, sculpted, and/or sanded in order to enhance performance and/or appearance.
- No loose materials of any kind are permitted on or inside the car.
- Additional materials may be added to the car for the following purposes only:⁴
 1. Weights may be added to increase the weight and/or alter the weight distribution of a car.
 2. Paints/decals/decorations may be added to alter the appearance and/or aerodynamics of a car.
 3. Glue may be used to adhere the axles to the car body.
 4. Wood putty, or a similar wood-like substance, may be used to repair minor damage to a car, holes for weights, etc.
- Indented noses are prohibited. Cars like the one pictured below will "stage" further down the track, and thus are not traversing the same course as other cars.



Lubrication

- Do not use Dry Lubricant (powdered graphite) for wheel/axle lubrication. Use a lightweight oil that is compatible with plastics or silicone oil. (see hobby store)
- **A car may lubricated before inspection . Specifically, cars may not be lubricated while competing in a set of heats.**

Ground Rules

- **If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.**
- **If a car suffers a mechanical problem and a repair can be accomplished within 5 minutes, the heat will be run again. If not, the car will automatically lose the heat.**
- **If a heat results in a tie between two or more cars, then those cars/lanes will re-race until the tie is broken. Cars/lanes not involved in the tie will not be part of the re-race, and will keep their finish positions from the original heat.**
- **The ruling of the track official is Final.**

Dress Code

- **Scouts and Leaders should be in uniform during the competition.**

Inspections and Disputes

- Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars which do not meet the rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules.
- To be eligible for the race, you must enter your car with the judges at the weigh-in. Your car will be checked for weight, length, width and correct parts. You can make trial runs on the track and make adjustments to the car's weight, etc. During this time. After you submit your car to the judge for entry, you cannot re-claim your car until after the race.
- **Unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.**

About the race

- **2005** will be the first time that our race will be run computer aided. The race will be run in compliance with the operator's standard procedure. (In case of error or omission, we will follow the operator's direction.)
- The Track will have 4 lanes. The number of Heats will be determined by the amount of racers. (If a Den has 6 racers, there will be two heats for that Den.)
- Heats will be raced by Den, with the winner from each Den (not each heat) moving on to the Championship Race and the second place car from each Den moving on to the Consolation Race.
- Each heat will consist of 4 races, with each car racing on every lane. The car having the lowest average elapsed time for his Den, will be the winner of that qualifying heat.
- Qualifying cars will race in the Championship Race and the Consolation Race. Each car will race once on each track. Elapsed time will be averaged.
- The winners will be determined by the average elapsed time of the 4 races.

¹ This is a Cub Scout race. Scouts should be competing against other Scouts. They can and should be helped by a Mentor, who will guide the process and assist with dangerous or difficult tasks. The Cub Scout should be able to say "I made this car." The process of making the car is as important as the finished product and the race. The goal is to have fun, not produce a professional looking car.

² Wheels and axles not from the official kits are prohibited. Wheels and axles which have been modified by other parties also are prohibited, even if they are from the official kit.

³ Beveling, rounding, tapering, thinning, perforating, or any other significant altering of the shape or performance of the axles or axles heads is prohibited. Sleeves, bearings or dowels may not be used to attach the axles.

⁴ Wheel bearings, washers, or bushings are prohibited. This includes "wheel covers" which serve to keep the wheel hubs from contacting the car body. It also includes "hub caps", or anything else that might serve as a lubrication "well" or "tap". The car shall not ride on any type of springs. The car must be free-wheeling with no starting device or other propulsion, such as adhesives, magnets, rubber bands, motors, jets, etc. Details such as steering wheel, driver, spoiler, decals, painting and interior details are allowed as long as these details do not exceed the maximum length, width, height, and weight. Metal frames and metal axle supports are prohibited. Axles must be mounted into the wood.
