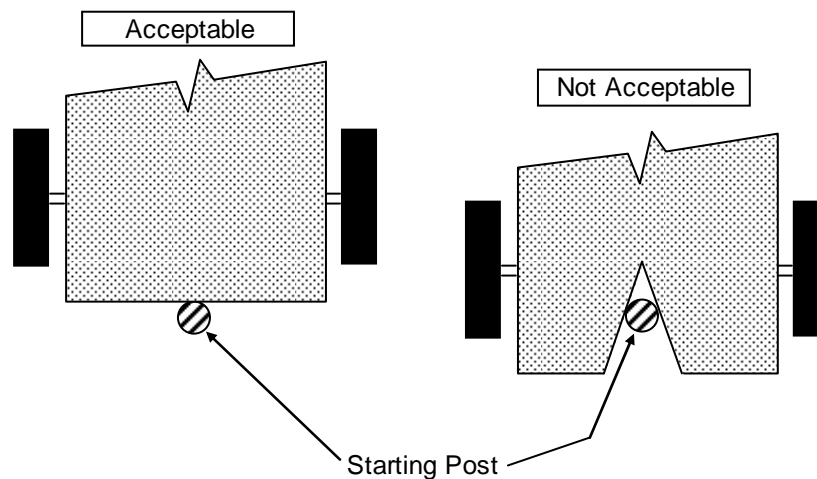


2010 Pinewood Derby Pack 746 Official Rules Race Day: March 6, 2009

RACING OPERATIONS AND GROUND RULES

1) Car construction rules

- Cars must be built for the 2010 race only. Prior year's cars are not eligible.
- The car number (chosen by the scout at the Jan Pack meeting or after) must be clearly visible on the car
- **Rules 1-9 of "Part 2 of 2 - Pinewood Derby Race Car Rules.pdf" also apply!!**
- Car Dimensions:
 - To clear the Lane Strip (Pinewood Derby Race Car Rule 2) the width between wheels should be 1 3/4" (1.75") and the under-car clearance should be 3/8"
 - The car must fit in a gage box that is 7" long and 2-3/4" wide.
 - **Maximum car height: 3" (in order to pass under the electric-eye finish line)**
- The original wheels and nails provided in the Pinewood Kit must be used. Only dry lubricants like graphite are permitted.
- Wheel bearings, washers, bushings, etc. are prohibited.
- Although our Pack allows wheelbase modifications (Rule 5), the District does not. If you wish to race at the Ottawa District even on Saturday, March 13, you must use the original axle slots provided. The District also requires that all 4 wheels touch the track (our Pack does not).
 - Anyone can attend the District race – for information use the following link:
<https://www.doubleknot.com/registration/calendardetail.asp?ActivityKey=578745>
- The car must be free-wheeling, with no starting devices. Weights/ballast must be securely fastened to the car (cannot move back or forth relative to the car).
- Modifications to the front of the car that provide a "head start" relative to the starting post are not permitted (see below).



2) Car inspection and check-in

- Scales and gages will be available at the McCormick's (22596 Fuller Drive, Royal Crown, 248 374-6142) throughout Feb and March and will also be available at the Novi United Methodist Church (10 Mile west of Meadowbrook) Friday evening March 5 from 7:30-8:30 p.m. **Scouts and parents are strongly encouraged to pre-inspect their cars to prevent any surprises / disappointments on Race Day!!**

- Cars will be inspected at check-in on Race Day. Cars failing inspection can be reworked and re-inspected prior to race time. Cars that cannot be reworked to pass inspection will be allowed to run the first race, but cannot advance.
- Once a car is checked in, it must remain in the pit area except to race. No modifications (for example, adding additional graphite or aligning wheels) are permitted between races.

3) Race format

- Scouts will race by rank: Tiger Cubs, Wolves, Bears, 1st year Webelos, 2nd year Webelos.
- The track announcer will call out the number of the car that is “on deck” (next to race). If after three calls, the Cub Scout does not appear, the car will forfeit the race.
- During the race, the Cub Scout is responsible for his car. No one else may handle his car.
- Race format is double elimination. All cars begin in the “A” bracket (no losses). Each race consists of two cars racing side by side for a minimum of three heats (runs down the track). The cars alternate lanes for each heat, in order to eliminate the influence of any lane bias. The car winning 2 heats in a row wins that race, and advances in the “A” bracket. The other car moves to the “B” bracket (one loss) and advances until it loses again. The winners of the “A” and “B” brackets are the finalists and will run one race (until one car wins 2 successive heats) to determine the winner. If neither car can win 2 successive heats after multiple tries, the judges may elect to have a 2-heat timed race, and the car with the lower total time for the 2 heats will advance.
- If a car has a mechanical breakdown such as losing a wheel, it can be repaired (5 minutes maximum) and continue racing but the heat will not be repeated.
- The tracks have electronic finish lines, and will also be monitored by line judges. In the event that an electronic finish line malfunctions, the ruling of the line judges is final.
- Only Race Officials and Scouts called to race will be permitted in the Pit and track area.

4) Judging and Prizes

- All participating Cub Scouts will get a Pinewood Derby Patch.
- Trophies will be awarded per the following chart:

	Racing			Car Judging	
	1 st Place	2 nd Place	3 rd Place	Best Looking	Most Creative
Tigers	Trophy	Trophy	Trophy	Trophy	Trophy
Wolves	Trophy	Trophy	Trophy	Trophy	Trophy
Bears	Trophy	Trophy	Trophy	Trophy	Trophy
1st yr Webelos	Trophy	Trophy	Trophy	Trophy	Trophy
2nd yr Webelos	Trophy	Trophy	Trophy	Trophy	Trophy

- The judging of the cars for Best Looking and Most Creative will be done with paper ballots by parents observing the cars on the pit table after check-in (one ballot per car).
- In the event of a tie in the car judging, the race committee will vote on the car entries.
- Only 1 prize will be awarded per Scout. A Scout taking 1st, 2nd, or 3rd in the race will not be eligible to win an award for Best Looking or Most Creative. If an eligible car receives the most votes for Best Looking and Most Creative, it will receive only the Best Looking award.
- Awards will be passed out at the conclusion of each rank group.