

2012 THUNDERBIRD DISTRICT PINE WOOD DERBY RULES

For All Pack and District Races

General Rules

1. Each boy should build his car with adult supervision. Adults should not build cars while boys watch.
2. Each car should be built new this Scouting season, from new materials. Do not recycle last year's fast car, best wheels, etc.
3. Each car must be the same car that qualified at the Pack Derby: No substitutions will be allowed.
4. Only one car per Scout will be allowed to register. No Scout will enter the Speed Event and the Design Event.
5. Scouts must be in field uniform and must be present to compete/win.

Design Cars

Each Pack will be eligible to select 18 cars to send to the District as Design Cars. They can submit 3 for each of the 6 design categories: One Tiger, One Cub and One Webelos car for each category. These cars will not compete in the speed race at District. Remember: we should be rewarding the boys' modeling skills, not the parents' skills! Design cars must meet all the same criteria as the speed cars and be able to race. Only the car itself will be allowed on the judging table. Add-ons and displays are great for showing off your car at home or at a pack meeting, but will not be permitted at the district derby.

Design Car Categories

- Cartoon and/or Fantasy (Batmobile, Disney, Spongebob for example)
- Military (Humvee, Tank, Cammo)
- Sports
- Patriotic
- Trucks, Buses, Trains and Emergency Vehicles
- Lego Theme (Make it look like a Lego brick or Lego structure, use Legos on the car, or have a Lego driver)

Judging Criteria

Cars will be judged on:

Originality: How much creative thought went into the design?

Craftsmanship: How much work actually went into making the car?

Category: How well does it fit the design category?

Scout Participation: Does the craftsmanship represent the Scout's work or the parents?

Judge's ruling is final. Please remember this is a Scouting event and good sportsmanship is a must for all attending. We are trying to be as fair as possible to all that attend. We want the boys to make a memory and hopefully want to come back bigger and better the following year.

SPEED RACE RULES

Only the cars placing within the top 4 places at the Pack races are eligible for the District Derby (4 Tigers, 4 Cubs and 4 Webelos per pack)

1. Maximum width including tires and axles must not exceed 2 3/4"
2. Minimum width of body at the axles should be 1 3/4"
3. Maximum length must not exceed 7"
4. Some Pinewood Derby tracks have a 1/4" high guide rail. Low hanging weights will often drag on the track. Bottom clearance should be 3/8" but will NOT be cause for disqualification.
5. The wheelbase (distance between the axles) must not exceed the distance between the precut axle slots on the standard pinewood block, i.e. 4 3/8". Shortening the wheelbase will not be permitted.
6. All four wheels must be used, and all four wheels must touch the track. No wheel shall ride upon the center guide strip. No extra guide pins, roller or wheels designed to ride on or against the center guide strip will be allowed.
7. The car may not exceed 5 ounces as determined by the scale used by the race officials at the district race.
8. Axles, wheels and body must be made from the official Cub Scout Grand Prix Pinewood Derby Kit, #17006. No store-bought preformed bodies.
9. The wheels may be lightly sanded or polished to remove bumps and blemishes. They must not be ground down, grooved, hollowed out, carved, cut, shaved or otherwise redesigned. Original ridges and raised letter must still be visible.
10. No magnet of any type will be allowed on any speed car.
11. The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and the protusions which may catch on the starting pin). No part of the car may extend forward of the point where the car touches the starting post.
12. The wheels can be lubricated with graphite or powdered silicone. Oil or other liquid lubricants are prohibited.
13. Wheel bearings, washing and bushings are prohibited.
14. The car must not ride on any kind of springs or suspension system, other than a suspension system that is actually carved from the pinewood block.
15. Loose materials are not allowed on the cars.
16. No moving or liquid weights are allowed.

Derby officials reserve the right to determine a car's eligibility or ineligibility to race if an unfair practice is discovered that is not covered in these rules. The officials' objective is to hold a race that is fair to all boys. Boys whose cars are in violation of the rules will be given the chance (time permitting) to make their cars legal.

Scouting encourages good sportsmanship. Cars will be disqualified if the Scout or his parents display unsportsmanlike conduct at the race site. Remember, the object is for all Scouts to have a great time!