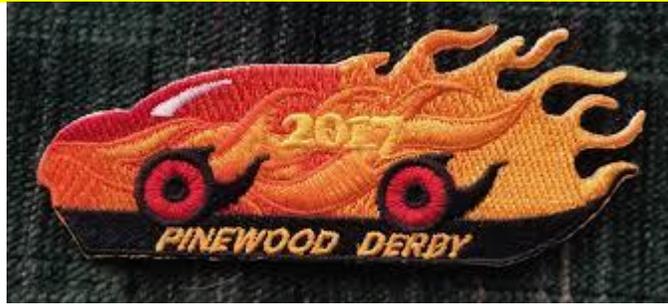


Cubmasters & Den Leaders

PLEASE make sure your scouts know about this opportunity. Registration info found below.



## 2017 PUSHMATAHA AREA COUNCIL PINWOOD DERBY

**Location:** Leigh Mall, Highway 45, Columbus, MS

**When:** Saturday, April 1, 2017

**Divisions:** Tiger; Wolf; Bear; Webelos; Siblings, and OPEN

**Check-In:** 9:00am – 10:00am (no cars accepted after this); Races will begin at approximately 10:15am.

**Prizes:** Trophies for the top three finishers in each rank division and the top three Overall Derby Winners. There is no recognition item for the Sibling or Open division.

**Registration:** To assist in organizing this event, Cubmasters are asked to submit a list of Cub Scouts planning on participating in the race. Submit Pack #, Scout Name & Division to Jennifer Johns at [johns9819@att.net](mailto:johns9819@att.net) by Tuesday, March 28th. Payment of registration fee will be collected the day of the race.

**Racers:** Scout must be present to race his car. Only one car may be entered per scout in their division. A scout, sibling or adult may enter one car for OPEN division.

**Cost:** \$5.00 per contestant. Every PRE-REGISTERED Cub Scout will receive a participant patch as shown. Walk-Ins not guaranteed to get a patch (subject to availability).

**Judging:** Decisions of the judges and the rules committee are final. **See rules attached.** The Derby is run for the enjoyment of the boys, and is designed to permit both emotional and moral development. Attempts to evade the rules will result in disqualification. DO YOUR BEST!

**Questions:** Please email Jennifer Johns, Derby Chairman, at [johns9819@att.net](mailto:johns9819@att.net) or Jeremy Whitmore at the Council Service Center, 662-328-7228.

## **2017 Pinewood Derby Rules**

### **1. Length, Width, Height, and Clearance:**

Maximum overall length must not exceed 7 inches

Maximum overall width (including wheels and axles) must not exceed 2 3/4 inches

Maximum height must not exceed 6 1/2 inches (clearance of the finish line detector that crosses above the track)

Minimum clearance between bottom of car and track must be 3/8 inch

The wheel base (the distance between front and rear axles) must be at least 4 1/8 inches but not exceed 4 3/8 inches (the standard grooves are cut at 4 1/4 inches).

Minimum width between wheels must be 1 3/4 inches so the car will clear the center guide on the track

The front edge of the car must be behind the starting peg.

### **2. Weight and Appearance**

Weight – must not exceed 5.00 oz. The official race scale that is used at car check in will be considered final.

Structural strength is gained only from the wood body. No metal frames or metal axle supports are permitted

Details are allowed, but car must meet the physical dimensions, and details must be permanently attached.

Cars with wet paint will not be accepted

### **3. Wheels and Axles**

Only official BSA wheels and axles are permitted

Wheel bearings, washers, bushings, or springs are prohibited

Axles may be polished. Wheels may be lightly sanded to remove the mold projection on the tread. Beveling, tapering, thin sanding, wavering, or lathe turning of the wheels is prohibited.

The car must be free wheeling with no starting device or other propulsion.

All four wheels must touch the track surface at all times.

### **4. Lubrication**

Only dry powdered lubricants such as graphite may be used. Regular oils and silicone sprays may soften the plastic wheels and are prohibited.

Cars may be lubricated one final time prior to inspection. No further lubrication will be allowed during the derby.

### **5. Ground Rules**

Each scout may enter only one car. The car must have been built during the current school year in which the derby is being held.

If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically place last in that race.

If a car is damaged during a race, the participant will be allowed 5 minutes to make repairs. The car will be re-inspected by race officials prior to resuming the race.

Only race officials and scouts participating in the current race may enter the track area.

### **6. Inspection and Disputes**

Each car must pass inspection at registration before it may compete. If during inspection a car does not pass, the participant will be informed of the reason for the failure and will be given time to make adjustments.

Each car will be issued a number and an inspection sticker during registration.

After inspection and registration, cars will be impounded until the race. From impoundment until the finish of the race, only the participant or a race official will be allowed to handle the cars.

Any participant (including the parent or sponsor) has the right of appeal to the Race Committee for an interpretation of these rules. The Race Committee, by majority vote, will be the final judge of these rules. Good Sportsmanship will be observed by all participants during the derby! Any un-scout like conduct from the scout or his accompanying family will be cause for disqualification and expulsion from the derby area for the entire race.

## **OPEN Race**

**The OPEN race will allow scouts and parents to build a faster car.**

**Here are the rules for the OPEN race.**

- 1. Car may have propulsion mechanism.**
- 2. No car may have any propulsion that has to be ignited or that shoots a flame or other hazardous material from car.**
- 3. If car leaves track it is disqualified from that race.**
- 4. You may use any type wheel or axle.**
- 5. Must have the same length, width and height as standard Pinewood cars**
- 6. Once car is put on track it cannot be touched by person or remote until it reaches the end of the track.**
- 7. Car may not have a mechanism that knocks other cars from track or prevent other cars from passing.**
- 8. Entire car must be behind starting gate at beginning of race.**