

2024 ALGONQUIN DISTRICT PINEWOOD DERBY RULES and REGULATIONS

These rules supersede the rules that come with the BSA Pinewood Derby Car Kit. Packs are allowed to develop their own rules but it is highly recommended that the Algonquin District Rules be used. This will ensure that all derby cars advancing to the District Championship are not disqualified and unable to race.

RACE DAY SCHEDULE – April 20, 2024 – Breen Hall, Our Lady of Fatima Church, 5 Strathmore Road, Scarsdale NY

2:00pm to 2:45pm	Check-In / Car Inspection (arrive in the beginning of the time slot to allow inspection; racers who arrive in the last 15 minutes may not meet the cut-off time)
2:45pm	Cut Off Time: Cars must fully complete inspection by this time
~3:00pm to 4:15pm	Opening Ceremony & Race
4:30pm	Award Ceremony for Speed & Design

If there are any questions, please contact Celeste Hughes, Algonquin District, Call/Text: (914) 260-9682 or email: chughes108@gmail.com

G-1 Essential Materials

All cars entered must be built using Official Pinewood Derby materials as sold by the BSA. Materials include:



BSA Pinewood Derby Car Kit
(uncut block of wood, nails (axles), and four wheels)
<https://www.scoutshop.org/official-pinewood-derby-car-kit-17006.html>



BSA Pinewood Derby Car Kit
(precut wood, only)
<https://www.scoutshop.org/pinewood-derby-pre-cut-wedge-kit-656989.html>



Available in assorted colors.

Official Pinewood Derby Wheels and Axles
<https://www.scoutshop.org/pinewood-derby-blue-wheels-and-axles-647826.html>

Please work with your Cub Scout to make his/her own car. Separately purchased items such as a contoured pinewood bodies (this means pre-cut cars from a craft store or pre-made cars from an online retailer); machined wheels; solid, bent and/or polished axles; and axle guards are specifically prohibited and are NOT allowed.

With the exception of decorative items, weights, glue, lubricants and finishing materials, only Official Pinewood Derby materials noted above may be used.

G-2 Eligibility

The District race is open to the Cub Scouts with the fastest Pinewood derby cars for each rank, Lion, Tiger, Wolf, Bear, Webelos, and Arrow of Light, registered in a Cub Scout Pack in Algonquin District as of March 1, in the year of the District Pinewood Derby.

Each Pack Committee will determine which Cub Scouts will represent the Pack and notify District Pinewood Derby officials. (Watch the Council website for the notification form.) This means that a **Cub Scout cannot simply show up and race if his Pack committee has not previously notified District Pinewood Derby officials that the Cub Scout is designated** to represent the Pack.

G-3 No “Proxy” Racing

Only the Cub Scout may check-in his/her car for the District Pinewood Derby. **This means the Cub Scout must be present to enter the car into the racing competition.** If any of a Pack’s 1st Place winners are not able/available to submit their car for their rank, the 2nd Place winner (of the same rank as the 1st Place winner) is eligible to race as a substitute. Unit leaders must register their Pack’s racers (not the parents of the scouts).

G-4 Uniform

A participating Cub Scout must be in Cub Scout uniform (blue or tan uniform shirt with necherchief/slide).

G-5 New Work

Cars must be built on or after November 1, 2023 for entry in the current year’s Algonquin District Pinewood Derby. Cars made prior to November 1, 2023 are not allowed.

G-6 Awards

Speed: Trophies will be awarded to the First, Second & Third Place finishers for each rank (Lion, Tiger, Wolf, Bear, Webelos, and Arrow of Light). Trophies will be awarded to the First and Second Place finishers overall.

Design Contest: Trophies awarded to winners in five different categories. Awards may change from year to year.

G-7 Entry Fee

An entry fee will be charged to cover the cost of awards and any other expenses incurred in conducting the Algonquin District Pinewood Derby. The entry fee must be paid online, prior to the District Pinewood Derby. Watch the Council website for notice of this year’s entry fee.

CONSTRUCTION SPECIFICATIONS: Cars failing to meet these specifications will be subject to disqualification.

Length, Width and Clearance

C-1 Maximum overall width (including wheels and axles) must not exceed 2 $\frac{3}{4}$ inches.

C-2 Minimum width between wheels shall be 1 $\frac{3}{4}$ inches so the car will clear the center guide strip.

C-3 Minimum clearance between the bottom of the car and the bottom of the wheels shall be $\frac{3}{8}$ inch so the car will clear the center guide strip. (It is recommended that weights on the bottom of the car be inset so they are flush with the bottom of the wood block.)

C-4 Maximum length shall not exceed 7 inches.

C-5 Maximum height shall not exceed 5 $\frac{1}{2}$ inches.

C-6 Wheelbase: Axles **MUST** be installed in the pre-cut slots provided by the kit manufacturer. Do not cut or drill different holes/slots for the axles. To facilitate visual inspection, axle guards are not permitted since they obstruct viewing of axles.

C-7 "Indented noses" are prohibited. The forward-most, midline part of the car must contact the starting gate (starting peg). The height of the starting pin is approximately $\frac{1}{4}$ " above the axle line.

Weight and Appearance

C-8 Weight of the car cannot exceed 5.00 ounces (141.7 grams). The readings of the official race scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood, metal, plastic wood or metal filler only, provided that these materials are securely built into the car body or firmly affixed to the car body. No loose materials of any kind are permitted in or on the car.

C-9 Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not cause the car to exceed the maximum length, width and/or weight specifications.

C-10 Cars with wet paint will not be accepted to race.

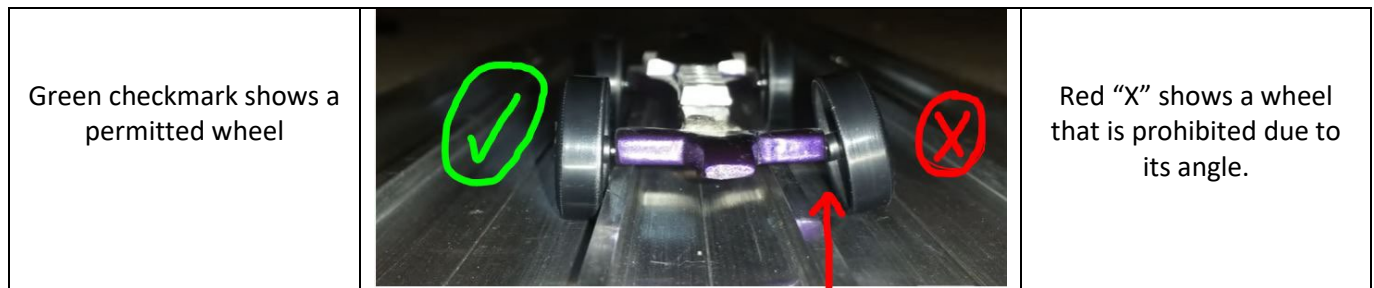
C-11 Inspection Gauges

Registration check-in equipment (for example, weight scale, length box, rulers, etc.), as provided by the District's designated officials, will determine official compliance with the specifications. The Cub Scout and his adult partner should be prepared to make adjustments to the car, if necessary, at the time of registration (see Rule R-2, below).

C-12 Only the wheels and axles provided with the Official BSA Pinewood Derby Car Kit or the Official Pinewood Derby Wheels and Axles (see G-1) (colored wheels) as sold by the BSA may be used. The four axles may be polished as part of the construction process. (Note that Rule G-1 prohibits the use of purchased solid, bent, and/or polished axles.) Solid axles (one axle that goes across the width of the car and replaces two smaller axles) are strictly prohibited. Bent axles are strictly prohibited. Axle guards are prohibited as they obstruct the visual inspection of the axles. Wheels may be lightly sanded to remove the mold projection (flash) (if any) on the tread. (For the last several years, the manufacturing process has rarely produced a mold projection.) This *very light* sanding is the **ONLY** wheel modification allowed. For example, beveling or tapering of the wheels (lathed wheel

tread), smoothing the inside edge of the wheels, coned hubs, ball-reamed axle slots, and any other wheel modification is **strictly prohibited**. Wheel bearings, washers, or bushings are also strictly prohibited.

C-13 All four wheels must contact the track and all four wheels must roll. As noted in C-12, bent axles are prohibited. Additionally, axles should not be intentionally canted/angled so much that the wheels are angled and/or “rail riding.” For illustrative purposes, a photo is provided below. The green checkmark shows a permitted wheel; the red “X” shows a prohibited wheel due to its angle. These are just two examples. Judges will closely inspect wheels for bent axles and canted wheels that violate the spirit or letter of the Official Rules.



C-14 Cars must be free-wheeling, with no starting devices or other propulsion. Cars shall not ride on any type of springs.

RACE DAY AND REGISTRATION RULES: What happens on the day of registration and/or the races and how the races are conducted:

Track officials are responsible for the proper conduct of the races. Decisions of the track officials on questions of rules interpretations and procedure may be appealed to the event chairman. Decisions of track officials on questions of fact may not be appealed beyond the track chairman (who may also be the event chairman). Any participant (including the parent/guardian of a participant) has the right to appeal to the Judging Committee for an interpretation of the rules. The Judging Committee, by majority vote, will be the final interpreter of these rules. In case of a tie vote, the decision of the Race Committee Chairperson (who may also be the event chairman) will be final.

R-1 Inspection

Cars will be inspected prior to registration for the District Pinewood Derby for compliance with these rules, regulations and specifications. The inspectors have the right to disqualify those cars or any participant which do not meet the rules and specifications outlined above, even though your car passed the inspection at the Pack level. Registration may be prior to the races on the day of the races, or on a day prior to the day of the races. Watch the council website for notice of entry fees and times and places for registration (and the Official Cutoff Time) (see Rule R-3) and races.

R-2 Corrections for non-compliance and Time Limit

Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify any car that does not comply with these rules, regulations, and specifications. If a car does not pass this inspection, the prospective entrant will be informed of all violations which preclude the entrant’s car

from racing and given the opportunity to modify the car to meet these rules, regulations and specifications. Cars must qualify by the Official Cutoff Time.

R-3 Official Cut-Off Time

The event chairman will establish the Official Cut-Off Time. The Official Cut-Off Time will be determined prior to registration and must be set so that registration has a definitive end (and the races can proceed, in the case of same-day registration).

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R-4 Re-inspection

Cars may be re-inspected, at any time. If a car does not meet these rules, regulations and specifications, the car must be brought into compliance before its next scheduled heat or be disqualified. A minimum of five minutes will be allowed for a participant (or his designated adult) to bring the car into compliance. (This rule is designed to make sure that a judges' error at registration does not preclude the track officials from correcting a previous judging error.)

R-6 Lubrication

Only dry, powdered lubricants, such as graphite, may be used. Oils and silicone sprays may soften the plastic wheels and damage the track and, therefore, are specifically prohibited. Cars may be lubricated before registration inspection. After registration inspection, lubrication is strictly prohibited. (There will be no lubrication between racing heats.)

R-7 Impounding

Cars meeting the above specifications will proceed to Registration. Once a car is registered, the Cub Scout will not have access to the car until after the races. The Cub Scout cannot lubricate or otherwise alter or improve his car between heats or during the race. The only exceptions to this rule are Rules R-10 and R-11, below. Cars will be returned at the conclusion of racing.

R-8 Cub Scout Spirit

Ungentlemanly, unladylike, or unsportsmanlike behavior by any participant, parent or any other member of the audience is grounds for expulsion from the competition and/or the premises of the races, at the absolute discretion of the Track Officials.

CONDUCT OF THE RACES

R-9 Track Access

Only Track Officials will be permitted in the track area. This rule will be strictly enforced.

R-10 Mechanical Problem During a Heat

If a car suffers a mechanical problem during a heat (loses an axle, breaks a wheel, etc.), the participant and/or a designated adult will have up to five minutes to fix the car. The heat will be rerun.

R-11 Mechanical Problem After a Heat

The participant and/or a designated adult will have five minutes or until the next scheduled heat (whichever is longer) to fix the car. The heat will NOT be rerun.

R-12 Interference During Race (Car Leaves Lane and/or Leaves Track)

If, during a heat, a car leaves its lane AND interferes with another car(s), the heat will be re-staged and rerun. If the same car again leaves its lane and interferes with another car(s), the interfering car will be judged "last place" in that heat and the heat will be re-staged and rerun WITHOUT the interfering car.

If, during a heat, a car leaves the track, the heat will be run again. If the same car leaves the track a second time, the car will be judged "last place" in that heat.

R-13 Track Fault

If a car leaves its lane, the Track Chairman, at his or her sole discretion, may inspect the track and, if a track fault is found which may have caused the initial violation, the Track Chairman, at his or her sole discretion, may order the heat to be rerun after the track is repaired.

R-14 False Start

In the event of Starter interference, the heat will be re-staged and rerun.

R-15 Finish Line Judging

The track's electronic timers will record finishing place for all cars in each race. In the event of technical difficulties, the Finish Line Judges will determine the order of finish.