

Scout: _____

Car Number: _____

Cub Scout Pack 462

Presents

The 2010 Pinewood Derby!

Gentlemen start your engines!!!



Our annual Pinewood Derby is just around the corner! This package includes everything you will need to get ready for some fast fun on the tracks.

Food and refreshments will be available during the race.

Bring the whole family for some exciting racing action.

Enjoy a delicious Pack 462 lunch at prices that can't be beat.

Chicken nuggets, hotdogs, chips, drinks, and ice cream.

(proceeds to benefit PACK 462)

Race Date: **Saturday, March 13, 2009**

Location: **Totoket Valley Elementary School Cafeteria (TVES)**

Pre-race weigh-in: **10:30am – 12:30pm**

(Cars can be weighed in early, allowing you to return later at the start of the Derby)

Opening Ceremonies 12:30 – 1:00

RACE SCHEDULE & TIMES

Racing will begin at 1:00pm with Tiger Cubs and continue until all ranks have raced.

Final races will be for overall PACK champion!!

For additional information and tips on car design, weight placement, decorating, etc... you can visit one of the following websites: www.scoutorama.com, www.macscouter.com, www.usscouts.org, or "Google" pinewood derby.

Remember to abide by our PACK derby rules.

General Preparation Information

This information sheet covers procedures and rules for preparing your car for the race. Please read it carefully so you can take full advantage of this exciting event.

Pre-Race weigh in

A Pre-Race weigh-in will take place the day of the race. This will give all contestants an opportunity to weigh their cars on the official race scale. **No other scale or weight will be considered.** This is your chance to peak up your weight to the maximum before the race, and also make sure that your car fits the track and meets the length restrictions. A repair area will be provided for last minute adjustments needed to bring your car up to spec.

A method that works well is to slightly underweight your car and then add weights, coins, or washers at the Pre-Race weigh-in. Glue and other cyanoacrylic glue can be used to quickly cement the weights in place. People will be available in our repair area to assist you and give advice. Need a place to weigh your car ahead of time? Try the Post Office.

Once the race commences no additional cars will be allowed in the race.

Pinewood Derby Rules

(Please read carefully)

- 1) Scouts will display their assigned entry number somewhere on the car's body. This number must be clearly visible when the car is in an upright position. No other numbers may appear on the car. Letters, words, or decals may be applied if desired, as long as they do not make the entry number difficult to read.
- 2) Wheels must be mounted in the original slots cut into the pine block. Only the official BSA wheels and nails that come with the kit are allowed. Any defective material may be replaced.
- 3) Wheel bearings, washers, and bushings are not permitted.
- 4) No "wafering" or other alteration of the wheels is allowed. They may be sanded smooth and trued.
- 5) No oil, grease or silicone spray may be used on the axles or wheels. This could soften the plastic used in the wheels. Graphite may be used and is recommended.
- 6) Overall body width may not exceed 2-3/4 inches. Minimum width between the wheels is 1-3/4 inches.
- 7) Overall body length may not exceed 7 inches.
- 8) Minimum clearance to the bottom of the car must be 3/8 of an inch.
- 9) Weight of the assembled car may not exceed 5 ounces (140 grams).
- 10) No loose materials of any kind are permitted on the car.
- 11) **THE CARS WILL BE CONSTRUCTED BY THE CUB SCOUT** with guidance from an adult family member or pal. *(Remember, this is supposed to be a hands on learning experience for our cub scouts)*
- 12) Cars, which do not meet the minimum requirements, will be returned to their owners at registration and corrections may be made to bring the car up to spec. A repair area will be available. Cars that are damaged during the race may also be repaired. ***No other adjustments may be made to the cars once the registration committee has accepted them.***
- 13) Once registered, only the race officials and the car's owner will handle cars when his entry number is called for the heat. **No Cub Scout will handle a car belonging to another Cub Scout.**
- 14) Pre-cut cars from hobby shops, etc. are not allowed
- 15) Cars must be newly built. **Cars from previous races are not eligible.**
- 16) The Derby Committee will mediate all disputes. Their decision will be final. We welcome your comments and suggestions. **Please help us to make this a great event.**