


2007

CUB SCOUT PACK 1
PINEWOOD DERBY RULES

(published 5/22/07)

- 
1. The race will be run on Sat. June 9, starting at 8am. Time trials (an opportunity to test 2007 cars on the Pack 1 track) will be held on Sun. June 3, from 3pm - 5pm. Before the official start of the Derby, no eligible 2007 Pack 1 Pinewood Derby cars will be run on the Pack 1 track except during time trials period.
 2. Each car must pass inspection on Fri. June 8, between 6pm-8pm by the official inspection committee before it will be allowed to compete. *The inspectors have the right to disqualify those cars that do not meet these specifications.* The inspection points are as follows:
 - a. The car must have been made during the current scout year (Sep 2006 – Jun 2007).
 - b. The width of the car shall not exceed 2.75 inches.
 - c. The length of the car shall not exceed 7 inches.
 - d. The weight of the car shall not exceed 5 ounces.
 - e. Axles, wheels, and body wood used shall be those provided in the BSA kit furnished by the Pack, or in an equivalent purchased kit from Smiser Scout Shop or scoutstuff.org. Modifications to the axles, wheels, and body that are permitted within the rules may be made only by the scout, immediate family

and/or friends.

f. Wheel bearings, washers, and bushings are prohibited.

g. The car shall not ride on any kind or type of springs.

h. Any details added must be within length, width, and weight limits.

i. The car must be freewheeling, with no starting devices.

j. No loose materials of any kind (such as lead shot) are allowed in the car.

k. The official number (provided by the Pack) must be clearly marked or visible on both sides of the car.

- 3. Each heat will be announced. Drivers will report to the starting line and place their cars on the track. All other people must remain behind the barrier. Each car in a round of racing will race four times (once in each of the 4 lanes of the track).**
- 4. The starter will make sure the cars are on the track properly and then will start the race.**
- 5. The starter and drivers will then report to the finish line to record the results.**
- 6. The automatic timing system will select the first-, second-, third-, and fourth-place winners. In the case of disputed results or track timing malfunction, the race marshal can elect to rerun race heats.**
- 7. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time but without the disqualified car.**
- 8. After the results of each heat are recorded, the drivers will take their cars and return to their seats.**
- 9. Awards will be announced shortly after the heat for**

which the awards are to be given. The drivers and their partners will report to the stage for the awards as their names are called.

- 10. Den winners will be determined first. Den winners plus the four fastest cars (by cumulative timed results) will advance to the second round of racing. The first four places from the second round of racing will advance to the pack championship heats.**
- 11. Design awards will be given this year. Awards will be given for first through third place based on the championship heats. The car with fastest single-race time will also receive recognition.**

May the best cars win!