

PACK 82
2009 PINWOOD DERBY
January 31st 9:00 to 11:30

The Pinewood Derby is about fun, fellowship and sportsmanship. The rules are a tool designed to provide an equal playing field. If you are unsure about a rule, ask a unit leader to avoid any unpleasant “game day” surprises.

1. Have FUN!
2. Parents and Scouts should work together to build the car.
3. Limits on car construction are included in each kit. If you are attempting to get as close to the weight limit as possible, make sure you have a plan to adjust the weight on site (ex. shaving or removing a weight). The judges’ scale is extremely accurate and its reading will be final.
4. If a car leaves the track without interfering with its opponent, it will lose that heat.
5. If a car leaves its lane the track chairman will inspect the track and, if a track fault is found which probably caused the error, the track chairman may order the race to be rerun after the track and car are repaired.
6. If no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
7. If a car leaves its lane and interferes with another racer, then the car at fault shall be declared to have lost the race heat.
8. Construction of ALL entries MUST have begun AFTER last year's races.
9. Only one car may be registered by any person in the Pinewood Derby.
10. Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels to prevent fouling of the track.
11. Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications.

Open Challenge Format

The race will be conducted in an open challenge format. This means any Scout may challenge any other Scout to a race. The race will be run twice with the cars switching lanes between runs. One point will be awarded for each race won. The Pinewood Derby will conclude when every Scout has raced every other Scout in the Pack.

Scouts may not challenge each other more than once.

If a Scout fails to race all other Scouts he will not be eligible for racing prizes and points earned by Scouts racing against him will be excluded from the final scores.

Prizes will be awarded for 1st, 2nd and 3rd at the Pack and Den levels. A “Best Design” award will also be selected by a committee of Den Leaders and recognized.