



# Pinewood Derby Race

Camp Thunderbird Mess Hall

## Building, Weighing, and Practice Day

Sunday, February 1, 2009

2:30 to 4:30

- We will be providing saws and drills to assist in making car designs.
- Please bring sand paper, paint, and weights.
- We will have scales for weighing and 2 tracks for practice.
- We will be painting outside, weather permitting!

## Race Day

Saturday, February 21, 2009

Registration and Weigh-In 11:00 to 12:00

Race - 12:00 until finished

- We will have 2 practice tracks and 2 official timing tracks.
- The top 6 cars from each track with lowest combined times from 3 runs will be in finals on 1 track.
- Runs will not be concurrent and the racers will be called to the tracks 5 minutes before their run.
- The finals will also have 3 runs per car with the lowest combined times determining the overall grand champion.
- Trophies will be given out for Fastest - Grand Champion, 2nd Place, and 3rd Place.
- Trophies will be given out for Best of Show: 1st Place, 2nd Place, and 3rd Place.
- Blue (1st), Red (2nd), and White (3rd) ribbons will be given for each race.
- Each racer and dad will get a patch.

## Bring your own snacks and drinks.

Ice water will be provided.

Tables will be provided for a snacking area.

# Y-Guides 500 Rules

## ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE

### Inspection Points

- 1) Car registration number provide day of race and must be on top of car.
- 2) Car weight shall not exceed 5.0 ounces. The official race scales shall be considered final. Car will be checked for weight if taken out of staging area other than to race.
- 3) Overall length of the car shall not exceed 7 inches.
- 4) Overall width of the car shall not exceed 2 ¾ inches.
- 5) Car must have 1 ¾" clearance between the wheels.
- 6) Car must have 3/8" clearance underneath the body.
- 7) Wood provided in the kit must be used. The block may be shaped any way that is desired.
- 8) Wheels supplied with the kit must be used. Wheels must retain original shape, but you can sand down mold marks.
- 9) Axles supplied with the kit must be used. They may be polished or lubricated. You do not have to use existing grooves for axles. You can put axles holes anywhere you want as long as the overall length and height meets specs.
- 10) Wheel bearings, washers or bushings are prohibited.
- 11) Car must not ride on any type of springs.
- 12) Car must be freewheeling, with no starting devices.
- 13) No loose material of any kind, such as lead shot, may be used.
- 14) Car body may have no moving parts.
- 15) 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.
- 16) Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels.
- 17) Car kits must be Official Pinewood Derby kits from The Boy Scouts.

**Each car must pass inspection by the official inspection committee before it will be allowed to compete. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications.**

### Race Points

- 1) Only one car may be registered by any racer and racers must be accompanied by Dad or stand-in.
- 2) Racers will be called to staging area 5 minutes before their race. If a racer is not ready at the time of the race, then that racer will forfeit that race.
- 3) If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point and will be given a time of 4.3 seconds.
- 4) If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation, the track chairman may order the race for that car to be rerun after the track is repaired.
- 5) If, during a race, 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 with 4.1 seconds time. Second farthest car will get second place with 4.2 seconds time and the third farthest car will get third place with 4.3 seconds time.
- 6) If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.
- 7) If a racer drops the car on the way from the staging area to the track, the racer may either race that race or opt to repair the car to race at another time on the assigned lane for that race.

**The decision of the track chairman is final.** If something happens of which the track chairman is not aware, then the track chairman can be notified of the problem.

**No arguing is allowed. There are no protests. Arguing results in instant dismissal from racing and all prior wins will be forfeited.**