

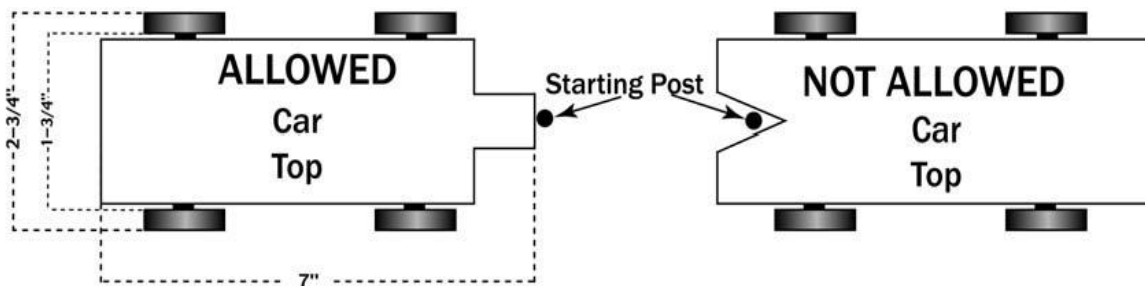


OFFICIAL SPECIFICATIONS / RULES



The specifications below will be strictly adhered to for the 2012 Pinewood Derby. These rules super cede the rules that were provided in the Pinewood Derby kit.

1. **Eligibility:** A car may compete in the race or it may compete in the design contest, but no car may compete in both. Please refer to the registration materials (when they are available) for details on eligibility.
2. Each car must pass inspection by the Official Inspectors before it may compete. The Inspectors have the right to *disqualify* cars which do not meet these specifications. *If your car does not meet these specifications, it will not be permitted to run at the Northwest Suburban Council-wide Pinewood Derby Race.* The fact that a car was allowed to compete at your Pack's race or your District's race is irrelevant. Please do not disappoint a Scout by showing up with a car that cannot and will not be run.
3. Scouts must be in uniform and present at Check-In.
4. Inspectors may allow minor weight adjustments due to scale differences. No other alterations shall be made. No handling of the car by participants is allowed after the car receives official inspection approval. Pictures of the Scout with his car must be taken before Check-In or after all racing is completed.
5. Once a car is accepted by the inspectors at Check-In, no challenges or additional inspections will be performed. (If you don't like the job that the inspectors are doing, please volunteer to help out for the next year's event.)
6. **Car Materials:** Cars are to be made from the Official Boy Scout Pinewood Derby Kit. Replacement kits are available at the NWSC Council Service Center Scout shop. Any replacement parts shall be Official Boy Scout Pinewood Derby parts. If you buy it on the Internet, it is almost certainly NOT official BSA, even if they've put the logo on it. Buy the kit at the Scout Shop. Cars raced in previous years are not allowed.
7. **Shape:** The center of the front bumper must be the furthest point forward on the car with the front bumper center being no more than $\frac{1}{4}$ " higher than the undercarriage clearance of the car. No part of the car may extend forward of the starting pin. The front of the car must not have a notch, as pictured. Pointed nose cars are hard to start. We will do our best.
8. Minimum ground clearance must be $\frac{3}{8}$ inch as measured between the car and the track. We recommend that you recess



weights placed on the underside of the car.

9. The length of the car shall not exceed 7 inches.



- 10. The height of the car shall not exceed 4-1/2 inches. (Note: Your Pack’s track may have a lower height limit. Please check before you build your car.)
- 11. Width: The width of the car shall not exceed 2-3/4 inches. Minimum width between wheels (on the same axle) shall not be less than 1-3/4 inches. The car body can be narrower than 1-3/4 inches, but the wheels must be a minimum of 1-3/4 inches wide so the car will straddle the track.
- 12. Axle Location: All cars must use slot in original block of wood for axle placement. No changes in axle distance or drilling of axle holes in the side of the car with a drill press will be allowed. Axle distance is 4 3/8 inches from the center of the front axle to the center of the back axle. Slot depth may not be altered.
- 13. Weight: The weight of the car shall not exceed 5.0 ounces. No loose or liquid materials of any kind are permitted in or on the car. The car may be hollowed out and built up to the maximum weight by the addition of wood, metal, plastic, glue, etc., provided it is securely built into the body.
- 14. Wheel Bearings: Washers, bearings, and bushings are prohibited.
- 15. Springs: The car shall not ride on any type of springs.
- 16. Detailing: Details such as steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, or weight. All details must be permanently attached.
- 17. No solid axles (Pine Car brand or similar) will be allowed. Only axles as provided with the Official Pinewood derby kit will be allowed (4 nails, 1 per wheel). No wheel covers or hubcaps are allowed.
- 18. Axle shape and dimensions may not be altered. Burr marks may be removed and axles may be lightly sanded and/or polished.
- 19. Each car must be free-wheeling, powered only by gravity with no starting device.

WHEELS

IF THE WHEELS ON YOUR CAR DO NOT MEET THE RULES, YOU WILL NOT BE ALLOWED TO RACE.

- 20. Cars must be run with the official BSA wheels that come in the kit purchased at the Scout Shop. Colored or other replacement wheels purchased at the Scout Shop are also acceptable. Wheels purchased from the Internet, even if they have “BSA” on them are NOT acceptable.
- 21. Surface imperfections and mold casting marks may be removed with light sanding and/or polishing, but wheels may not be altered in any other way, including holes drilled in the side, tread width narrowed, or the inside surface of the wheel carved out. Tread (indicators) marks on the outside edge of the wheel must be clearly visible on all 4 wheels. A wheel CANNOT be tapered to a sharp edge or radius (See picture, below). All 4 wheels need to be mounted straight on the vehicle. Each wheel’s flat surface needs to be touching the ground while the car is in motion.
- 22. Graphite or other dry type lubricants will be the only lubricants allowed. No other types will be permitted. Lubrication must be done prior to official inspection only. PLEASE LUBRICATE THE FRICTION POINTS, NOT THE OUTSIDE OF THE WHEEL.

Good Wheel Example



The Following Wheel Modification is NOT ALLOWED

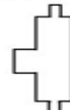
Radius

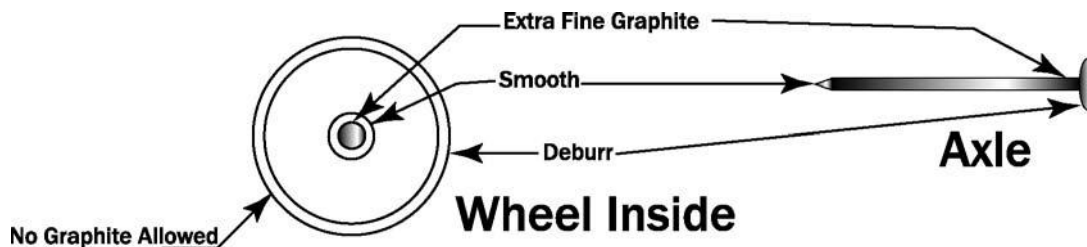


Point



Ridge





RACE

23. Behavior unbecoming a Scout by a participant or their parent/adult guardian may result in the participant's car being disqualified. Judges will generally warn casual infractions, but argumentative or abusive behavior will NOT be tolerated.
24. Any empty lane(s) will be filled with a "Pace Car" so that all lanes are filled for every run down the track.
25. Judges' determinations as to race winners are final.
26. Scoring: Every car will run the same number of times on each lane of its assigned track. The finishing positions will be awarded based on the lowest total time for the car after all passes down the track. In the highly unlikely event that there is a tie in cumulative times, (we measure to the 0.001 second), all cars that are tied for a position will draw a lane and will make one pass down that lane. The position that they finish will be used to break the tie.
27. Please be aware that under this scoring system, cars are racing against the clock and *not* other racers. This means that although a particular car may win all of its heats; it may not be the fastest car in the overall standings.



2012 NWSC Pinewood Derby

DESIGN CONTEST JUDGING CRITERIA

There are no height, weight, or other specifications that apply to the cars competing in the Design Competition, except that the car must start out from the standard kit sold at the Scout Shop.

The Design Contest will be scored in each of the following categories:

1. **Uniqueness/Imagination** (0-5 points) This area will evaluate the conceptual thinking the Scout gave to his work as well as his attention to meeting all official derby specifications. Example: A car looking like a unique object such as a pencil, arrow, or modernistic sports car.
2. **Craftsmanship** (0-5 points) The section will consider the effort that was put into the fit and finish of the vehicle by the Cub Scout. Example: The smoothness of the surface, fit of the parts, gloss of the paint, etc. are checked.
3. **Color Usage** (0-5 points) Here the usage of color is judged. Example: How and where different colors are used.
4. **Detailing** (0-5 points) This is the area where the blending of all the parts that make up the car is evaluated. Example: How does the usage and placement of all parts contribute to the overall appearance?
5. **Graphics** (0-5 points) The utilization of numbers, decals, painted symbols, etc. is judged as they relate to the car. Example: Here the judges would rate the contributions these items make toward the overall appearance of the car in the same way icing decorates a cake.
6. **Scout Participation** (0-10 points) Car appears to have been prepared by a Cub Scout.

Judges' determinations as to Design winners are final.

GOOD LUCK!!!!

