

2011 Mount Horeb Cub Scout Pack 62

Pinewood Derby



Race Day
Saturday, March 12th 12:30pm
IC Gymnasium

Weigh-In and Impound
Sunday, March 6nd 1-4pm
Mount Horeb Community Center

Mt. Horeb Cub Scout Pack 62

Overview

Weigh-In: Sunday, March 6th: 1pm - 4pm.

Mount Horeb Community Center 107 N. Grove Street

Race Day: Saturday, March 12th: 12:30pm.

IC Gymnasium

Pack 62 will provide each Scout with one official Grand Prix Pinewood Derby Kit, which will be distributed to them by their den leader. Each kit contains a block of pine wood, four black plastic wheels, four metal axles and instructions. As those instructions state, cars should be built as much as possible by the Cub Scout with some adult guidance. Only cars built in the current year will be allowed to race in this year's Derby. Cars built in prior years will not be allowed to race. Adults and siblings can build cars to race in the Open Class that is held at the end of the Pinewood Derby. Official Grand Prix Pinewood Derby kits for adults and siblings can be purchased for \$4.00 at the Blue and Gold Banquet.

Designing Your Car

Before constructing your car, it is helpful to draw your design on paper. The car design form provided in this packet shows the exact dimensions of the beginning block of pine wood and the size and location of the wheels. Each Scout determines which end of the block of wood is the front and which is the back of their car.

Building Your Car

The instructions included in the Official Grand Prix Pinewood Derby Kit provide a section entitled Building Instructions that describes the steps to construct your car. Remember that the finished car must meet the following rules:

1. The car cannot be wider than $2 \frac{3}{4}$ inches.
2. The car cannot be longer than 7 inches.
3. The car cannot be taller than $3 \frac{1}{4}$ inches.
4. Width between the wheels cannot be less than $1 \frac{3}{4}$ inches.
5. Clearance between the car bottom and track cannot be less than $\frac{3}{8}$ inches.

6. Car cannot weigh more than 5 ounces.
7. Decorations and accessories must be securely attached.
8. Only the wheels and axle nails provided in the Official Grand Prix Kit can be used. Wheels can be sanded to remove surface imperfections, but the treads must be left flat.
9. Wheel bushings, bearings, washers, packing, springing or starting devices are not allowed.
10. If the axle and wheel area of the car is painted so that Rule 8 and 9 cannot be verified, the tips of the nails must be visible from the bottom of the car. Use clear glue on axle nails to avoid any doubt.

The Painting and Wheel Assembly section of the instructions state that only a dry powder lubricant, like graphite, can be used on the axles since a regular oil or silicone spray may soften the plastic wheels. If a dry powdered lubricant is used on the axles, it should be applied before the axle is inserted into the car body. The Pack will not provide graphite at the Weigh-In since the mess it makes far exceeds the benefit gained when graphite is applied after the axles and wheels are already in place. Application of dry powdered lubricant before the Weigh-In is the Scout's responsibility.

Weigh-In and Impound

The Weigh-In and Impound is held on Sunday, March 6th from 1:00pm to 4:00pm at the Mount Horeb Community Center at 107 North Grove Street. At 1:00pm, the official 5 ounce weight will be placed on the Pack's digital scale to verify that the scale is weighing correctly. At weigh-in, each car must first pass the Box Test. This wooden box has an opening equal to the maximum measurements for width, height, wheel width, track clearance and length. If a car does not fit into the box changes must be made to the car until it fits into the box. Once inside the box, no portion of the car can stick out from the box. If any part of the car sticks out from the box, changes must be made to the car until it does not stick out of the box. The Pinewood Derby Rules Chairman, Scott Klassy, will resolve any questions with the box test.

After completing the box test each Scout's car can be placed on the digital scale to measure its weight. The finished car cannot exceed 5 ounces in weight. If a car exceeds 5 ounces material must be removed from it until it does not exceed 5 ounces. Pack 62 will provide a drill with bits for this purpose at the weigh-in. If a car weighs less than 5 ounces, weight can be

added to the car at the weigh-in. Pack 62 will have a limited supply of washers and screws to attach washers at the weigh-in. It is highly recommended that cars be weighed on a reliable scale before the weigh-in. The Mount Horeb Post Office will gladly weigh Pinewood Derby cars. Each Scout can run their car down the track up to three times if they choose. The purpose of these runs is to make sure that wheels are aligned correctly, that accessories or decorations don't fall off during racing and that Scouts are familiar with the track before Race Day. Finally, each Scout's car is weighed again to make sure it still does not exceed 5 ounces and is then impounded and kept until the Pinewood Derby. In the event that a Scout cannot attend the Weigh-In, it is first recommended that they make arrangements with another Scout from their Den to bring their car to the Weigh-In. If that is not possible, the Scout must contact the Rules Chairman, Steve Penne (437-2127) before the Weigh-In to make other arrangements to register their car. Pack 62 wants to make sure every Scout will be able to race, but Pack 62 also wants the Pinewood Derby to be as fair as possible to all Scouts. If a Scout misses the Weigh-In and doesn't make arrangements with the Rules Chairman to register his car he can still bring his car to the Pinewood Derby and we will make every effort to include him in the race. However he may not end up racing with other Scouts in his rank and he will not be eligible for the Pinewood Derby finals even if he is placed in heats with his own rank. All Weigh-In and Impound rules apply to cars built by adults and siblings.

Race Day

The 2011 Pack 62 Pinewood Derby will be held on Saturday, March 12th in the Mount Horeb Intermediate Center Gymnasium. All cars will be on display in the gym beginning at 12:30pm. The Presentation of Colors will begin at 1:00pm with racing to immediately follow. Good sportsmanship is expected from Scouts and the audience at all times during the Pinewood Derby. Each Scout will handle his own car from the time he picks up his car from the display table until he places his car on the track. The Official Starter will work with each Scout to ensure that all cars are placed straight on the track in the starting gate.

During the race each Scout will sit in the Racers' chairs near the finish line in the chair number that corresponds to their car's lane number. After the race, each Scout will pick up his own car from the finish area and place it back on the display table where it will remain until the next race.

If a car breaks before a race, 5 minutes will be provided for the Scout and Derby Officials to fix his car. Pack 62 will provide a hot glue gun for this purpose at the Pinewood Derby. After 5 minutes, any races missed by that car will be forfeited.

If a part comes off a car during a race and interferes with another car, the car losing the part is disqualified for that race and all the other cars in that race will race again in their same lanes. Make certain all accessories and decorations are securely attached to your car.

Scouts will race only against Scouts of the same rank. Each Scout will get to race his car four times. To provide fairness, each Scout's car will race once in each of the four lanes of the Pinewood Track. An electronic system reports the time in which cars break the vertical beam of light located in the middle of each lane at the finish line. Final standings will be determined by the cumulative time of each car's 4 races.

Following the final race, racing trophies for first, second, third and fourth place for each of the ranks will be presented at the next Pack meeting. Any additional Pinewood Derby rules will be announced before racing begins.

Conclusion

The most important rule every Scout must follow is to have FUN building and racing your car. And don't forget, regardless of how fast your car is on Race Day, every Scout is a winner because of the memory of working on this Pinewood Derby car with your parent or adult partner will be with you forever.