

1st Barton Scout Group

Pinewood Derby Rules and Regulations

This document is a bit of a dry read, and I don't expect the average Squirrel to be able to read and digest it, so please support them by reading it and helping your young person.

There are two categories of race on the night; Young Person and 18+. This gives our competitive parents and carers a chance to take part in the competition without the need to crush the hopes, dreams and fingers of their children. ;)

Having said this, sportsmanship will be an important part of this event. I considered writing something about sportsmanship, but St Andrew's Scouts (who run their own Pinewood Derby) got there first and they say it very well.

"Two things the Pinewood Derby requires each participant to learn are

1) the craft skills needed to build a car, and

2) the rules that must be followed.

Even more important though, is how we act and behave while taking part in the Pinewood Derby or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like football or computers. This doesn't mean that you are a good person one time and not good another time. You can always try to be a good person, and remember to always do your best. Remember, you and your friends are individuals first and competitors second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy.

Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a good car.

Good Luck!"

Rules

1. Cars in the Young Person category must be built by the young person with help that is appropriate to their age. Do your best.
2. **Dimensions**
 - i. Maximum overall length = 180mm
 - ii. Maximum overall width = 70mm
 - iii. Maximum height = 105mm
 - iv. Maximum weight = 150 grams (All categories)
 - v. Rule deleted - formerly referred to adult category weight limit
 - vi. Minimum ground clearance = 10mm - needed so the car clears the central guide strip in its lane
 - vii. Minimum width = 44mm - so the wheels clear the 40mm guide strip on either side
 - viii. Wheelbase = 112mm - the distance between the front and rear axles **must equal** this distance
3. **Construction and appearance**
 - i. The car may be hollowed out or built up to maximum dimensions and weight by the addition of wood or metal **only**. No liquids or loose materials in or on the car.
 - ii. The car must be made from the kit provided. Additional decorative or performance details (spoilers, steering wheel, driver, go-faster stripes etc.) may be made from other materials.
 - iii. Cars with wet paint will not be accepted
4. **Wheels and axles**
 - i. Only the wheels and axles in the kit provided should be used.
 - ii. Wheels may be sanded to smooth out imperfections on the tread area, but this is the only modification allowed.
 - iii. Axles may not be altered except for polishing to remove manufacturing burrs.
 - iv. No wheel bearings, washers, bushings or hubcaps allowed.
 - v. The car may not ride on any springs.
 - vi. The car must be freewheeling. No starting device or other propulsion is allowed.
5. **Lubrication**
 - i. Only powdered graphite or powdered white teflon white lube will be allowed for lubricating axles.
 - ii. Lubrication must only be done **before the start of competition**.
6. **Competition Rules**
 - i. The race is open to members of the group and parents/carers.
 - ii. Each competitor may enter only one car.
 - iii. **The finished car must be made by the competitor** with minimal guidance and advice from parents/carers. The level of guidance/help should be appropriate to the age of the competitor. A Squirrel would be allowed to receive more adult input than a Scout. **A Scout is to be trusted** so we will trust you on this. Grandparents and competitive Mums and Dads are allowed no help at all.

- iv. Once registered at the start of competition you may not touch your car unless asked to by a member of the organising team. The same applies to other cars.
- v. Cars from previous competitions are not allowed.
- vi. Competition will take the form of a series of heats and then finals. The exact structure will be decided by the number of entrants. Typical format is in rules 6.vii and 6.viii
- vii. In each heat each car will race a number of times equal to the number of cars in the heat (maximum 4) with each car using each lane in turn.
- viii. In each race 3 points are awarded to the winner, 2 points to second place and 1 point to 3rd place.
- ix. If a car jumps out of the lane guide the race will be run again. If the same car jumps the lane guide in the re-run race it will automatically be given last place. In the case of the same car jumping the lane and interfering with another car the race will be rerun without that car.
- x. If a car is damaged in a race but could be repaired in a reasonable amount of time (a few minutes) the race will be run again. If not, the car will automatically place last in that race.
- xi. Finish line judges will decide placings. Electronic aids may be used to facilitate this.

7. Car inspection

- i. Each car will be inspected before it can take part
- ii. Cars which do not meet the requirements above will be disqualified. In the case of disqualification the owner will be informed of the reason. Cars can be modified and reinspected before racing begins.
- iii. Cars must be entered by the final inspection deadline.
- iv. Cars may not be altered after registration except for damage repairs as detailed in these rules. Modification is not allowed.
- v. Repaired cars will need to be examined again.
- vi. Any participant may appeal to the organisers for an interpretation of these rules. The organisers will judge these rules by the process of majority vote. In the case of a tied vote, the lead of the organising committee will have the casting vote.
- vii. Unsportsmanlike conduct will be grounds for expulsion from the competition and the venue.

8. Rewards and recognition

- i. We refer you back to the paragraphs on sportsmanship. Learning to follow the rules and being a good sportsman is a reward in itself.
- ii. Having said this, there will be trophies for the category winners.