

RIVER TRAILS DISTRICT PINEWOOD DERBY

Saturday May 15th 2010

Where: VFW St James Missouri

Time: Noon (check in begins) race starts at 1:00pm

Who: All Cub Scouts, Boy Scouts, Adults, Siblings, and Friends

Track: 35' computerized all aluminum track

There will be a concession stand

Cost per car \$ 4.00

Championship Race: 1st place winners from each den in each pack will race for district champion den division (car must have been built, raced and won their den derby this year) 2nd and 3rd place winners are alternatives to race if 1st place winners can not make it.

2010 Cub Scout Stock Class: open to all Cub Scouts who built a car this year and that is not racing in the championship race.

2010 Boy Scout Stock Class: must be built to Cub Scout race Standards

Classic Class: cars must have been built prior to this year

Open Class: open to one and all. There will be a youth level and an adult level in this class. Adults, Siblings, friends, this is your chance to race in the derby. Cars must have been made this year.

Cub Master Challenge: This is the Cub Master's race!!!!
Lets see which cub master comes out on top!

Awards presented in every division!!



2010
River Trails District
Pinewood Derby
“Rules of the Road”

Design competition

Eligibility: All registered Cub Scouts in the River Trails District

Design Competition Rules:

Cars entering the Design Competition must be newly built (after Sept. 1st 2009) you do not have to register to be judged on a design. This is optional! During check in you need to inform us of which category you want to be judged in. You may bring a separate car specifically for this event (cost of car still applies)

Design competition categories

Best Automotive Design Car: Best realistic representation of an actual car with unusual attention to detail and shape

Best Concept Car: Best reflects a novel and different approach in a car design. For example: a bat mobile, jet car, futuristic car, etc.

Original Design: Best reflects the most unusual approach in other than car design. For example; a pool table, dragon, pirate ship, submarine, fish, campsite, etc.

Cub Special: Best use of the Cub Scout colors, BLUE & GOLD (either a car or non car design)

2010
RIVER TRAILS DISTRICT
PINWOOD DERBY
Registration Form

Saturday, May 15th 2010
VFW Post 5608
18775 State Route KK, St James, MO

Please fill out this form completely and return it by April 30th

*If you don't have any one attending we would appreciate having a copy of the application stating that your pack is not participating. This will help determine how many awards will be purchased for this district event.

Pack No. _____ would like to register _____ racers

Tiger: (1st place name): _____ (2nd place alt.): _____

Total # of Tigers attending: _____

Wolf: (1st place name): _____ (2nd place alt.): _____

Total # of Wolves attending: _____

Bear: (1st place name): _____ (2nd place alt.): _____

Total # of Bear's attending: _____

Webelos I: (1st place Name): _____ (2nd place alt.): _____

Total # of Webelos I attending: _____

Webelos II (1st place name): _____ (2nd place alt.): _____

Total # of Webelos II attending: _____

Accepting Cub Master Challenge? _____

Contact Person: Kris Ousley 573-202-5450 k.Ousley@yahoo.com

Or pack95@ymail.com

Volunteers: willing to volunteer? Please contact us for details!

2010
Cub Scouts of America
Pinewood derby
“Rules of the Road”

Eligibility: All registered Cub Scouts in the River Trails District, from Tiger Cub to 2nd Year Webelos; including those 2nd year Webelos that have qualified at the Pack level but have crossed over to a Troop prior to the District Race day.

All cars must be newly built after September 1, 2009 using the materials in the Official Pinewood Derby Racing Car Kit or the Official Wheel/Axle Kit. You may use wheels and parts if sold through BSA shop (ex: colored wheels) Hobby Shop parts such as Pinecar precut car bodies, axle tubes, bearings and springs are strictly prohibited.

Cars must be built by the Scout and his adult partner. With the exception of decorative and construction items (weights, glue, lubricants, etc.) only materials from the official kit may be used unless sold by BSA shop

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

The maximum width (including wheels and axles) shall not exceed 2-3/4 inches.
The maximum height shall not exceed 3 inches.

The maximum weight of the car shall not exceed 5oz.

The minimum clearance between the bottom of the car and the bottom of the wheels shall be at least 3/8 inch so that the car can clear the center guide strip.

The minimum width between the inside surfaces of the wheels shall be 1-3/4 inches so that the car will clear the center guide strip.

Items such as steering wheels, model drivers, spoilers, decals, painting and other details are permissible as long as these details do not exceed the maximum length, width, height and weight specifications.

Loose materials of any kind are not permitted on the car.

The car or any part of the car may not extend beyond the starting pin.

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.

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. There will be a rerun of all cars not at fault.

Once the car is weighed it will only be handled by the official race team members.

EXCEPTION: in case of damage during a race, repair and lubrication will be performed by the builder/pit crew (and then inspected and weighed before entry back to race)

There will be an official pit stop- where cars can get repairs to wheels, axles, and lubricant must pass back through inspection before racing

Wheels

Not Allowed

Old Style BSA wheels are no longer allowed. These wheels are not in the current Official BSA kits and are no longer approved by BSA.

The wheel diameter cannot be reduced past the ridge (rippled) edge and the ridge (rippled) edge must remain intact on the entire wheel.

Wheel treads may not be rounded, tapered, grooved, shaped or positioned at any angle. Wheel treads must run flat against the track surface.

Beveling, tapering, grooving or reducing the tread width of the wheels is strictly prohibited. Wheel bearings, washers or bushings are also prohibited.

Removal of any material from the wheel sidewalls or face is not allowed. The front outside wheel sidewalls & face must remain intact.

Additional items such as wheels bearings, washers, and bushings are also prohibited.

Axles

Not Allowed

Axles that are not supplied by BSA in the original car kit or BSA wheel/axle kit.

Axles may not be angled in the car body slots/holes that would cause the wheel not to run flat to the surface of the track.

Axles must not be modified to the point that breakage could occur during the race.

The Axle head diameter may not be reduced.

Body

Not Allowed

No part of the car, including wheels, may extend past the front of the car body.

The body of the car, the wheels or any attachment must not extend beyond the starting gate.

Attachments must not have the effect of a starting or accelerating device

At least three (3) wheels must remain in contact with the track at all times.

The car shall not ride on any type of springs and the car must be free wheeling with no starting device or other propulsion.

Lubricants

Not allowed

Wet Lubricants such as oil, silicones or waxes are prohibited. Use only a Graphite or Graphite/Moly Lubricant