

# PACK 3385

## Pinewood Derby Event Rules

### GENERAL: (Applies to all Cub Events)

**G-1. Essential Materials:** All cars entered shall be constructed from the **Official Grand Prix Pinewood Derby Kit** (referred to below as **the kit**) as sold by the Scout Shop. (Kits may be purchased elsewhere if they are of the exact type specified above.)

**G-2. Competitor Categories:** Cub Scouts will compete in Brackets "Cub Scout Year." In most cases this aligns with their year in school: Tiger = 1<sup>st</sup> grade; Wolf = 2<sup>nd</sup> grade; Bear = 3<sup>rd</sup> grade; 1<sup>st</sup> year Webelos = 4<sup>th</sup> grade. In the event of low participant #'s Brackets may be combined in the same run group.

**G-3. Attendance:** Only the Cub Scout may enter his car. This means that the Cub Scout must be present to enter his car into competition.

**G-4. "New Work":** Construction of entries must not have run in previous year's Pack Race.

**G-5. "Competitive Spirit":** all cubs and parents should conduct themselves in an appropriate sportsman like manner. Become familiar with the rules and most importantly have fun. *Each Cub and Parent must sign the acknowledgement waiver indicating knowledge of the rules and intent to comply.*

### EVENT: Track:

#### Qualification:

Each Cub Scout currently registered with Pack 3385 is eligible to enter 1 car.

#### Technical Standards:

The inspection judges at the Car check-in are responsible to evaluate each car's adherence to the technical standards. Their decision may be appealed to the inspection chairman and the event chairman, who, after consultation with the inspection team, the SCOUT, and his parent/assistant, shall render a final, binding decision. (See document **Pinewood Derby Car Building Rules**)

## **Conduct of the Races:**

Track officials are responsible for the proper conduct of the races. Decisions of track officials on questions of rules interpretations and procedure may be appealed to the event chairman. Decisions of track officials on questions of fact may not be appealed beyond the track chairman.

Scouts AND PARENTS should also be familiar with these rules.

**C-1. Inspection:** All inspections will be conducted at the pack meeting preceding the event by the inspection officials at a special inspection area using scales and gauges approved by the Chairman. Participants should arrive with a fully assembled race ready car. (Parents should be prepared to make adjustments to their sons cars if necessary. i.e. weight removal or compliance modifications.) **Modifications and assembly will not be done by the inspection team.**

**C-2. Impounding:** Once the car has passed inspection and received its number sticker, the SCOUT/Parent will place his car in the impound box provided, No further modifications, lubrication or otherwise once inspection is final. The cars will be retained upon completion of inspection, and not returned to the participant until completion of all heat races.

**C-4. Lane Assignment:** Lane assignment for each heat shall be determined by computer program.

**C-5. Car Repair:** If, during the race, a wheel falls off or the car becomes otherwise damaged, then the SCOUT and Parent under supervision of event official may to the best of their ability perform repairs. If a car is damaged due to track fault or due to fault of another car or SCOUT, then the track chairman, at his sole discretion, may allow additional repair assistance. No added lubrication can be applied once the race has begun.

**C-6. Car Interference:** If, during a race heat, 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 DNF. If a car leaves its lane more than once, it can be disqualified at the sole discretion of the event chairman and its lane in all subsequent heats will be empty. (However, see **C-9**.)

**C-7. Car Leaves Lane:** If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. (However, see **C-9**.)

**C-8. Car Leaves Track:** If, during a race heat, a car leaves the track without interfering with its opponent, it "the car" shall be considered to have ended its heat at that point DNF. (However, see **C-9**.)

**Conduct of the Races (continued):**

**C-9. Track Fault:** If a car leaves its lane, at the sole discretion of the track chairman, the track maybe inspected and, if a track fault is found which probably caused the initial violation, the track chairman may order the race heat to be rerun after the track is repaired.

**C-10. No Finishers:** If, during a race heat, no car reaches the finish line on the track, the event chairman will determine whether or not to rerun the heat or DNF the entire heat.

**C-11** If software and timing equipment is being used and a fault occurs which hinders the equipments ability to determine a winner, the heat will be rerun. The determinations by timing equipment will be considered final for all Heats unless critical failure occurs and the entire event field is forced to go to manual mode.

**C-12. Appeals:** all appeals should be directed toward the Track Chairman in a non confrontational manner and interpretation is at the sole discretion of the track chairman.

**C-13. Bracket Champion:** The Champion Car from each Bracket shall be placed in the Championship Impound by the track chairman or his designee. The car will be impounded there until the start of the Race of Champions.

**C-14. Opponent Assignment:** All Opponent assignments will be done by computer software.