

# Pack 620 Pinewood Derby

## Official Rules January 8, 2021

Participation: Open to all Pack 620 Cub Scouts. You do not have to be present to race! We will have a virtual option for those not comfortable being in person.

Race Day: Friday, January 8<sup>th</sup> (START TIME- 10am)

Registration: We will have registration and impound for ALL racers on Friday, January 7<sup>th</sup> from 7-8pm in the KidsQuest. There will be tools available for modifications if required.

BUT PLEASE HAVE YOUR CAR MOSTLY FINISHED. This should be time to fine tune the weight of the car. There is no painting at this time.

If a racer cannot register during this time frame, you will either need special approval from the race director (Cubmaster) or pay a \$5.00 fee to register the day of the race!

Construction: The car must be newly built for the current Cub Scouting year. The car should be substantially built by the Scout. Parental supervision in the construction of the car is encouraged.

Inspection: Cars will be inspected during registration for compliance to the specifications set forth below.

Impound: After a car has cleared the registration area, it will be taken and placed in the impound area. After being impounded repairs will be limited to replacement of axles and wheels which are broken or lost during a race. All cars, once registered, will remain in the impound area until after the Pack Championship Race has been completed.

Racing Method: Racers will be divided into: Pack and Open divisions. Each scout will race in each of the 6 lanes 1 times for a total of 6 races. The races will be timed and you are racing the clock more than the others in your heat. The top three finalists and finishing order within each Den(Boys and Girls will be combined) will be decided by the combined time of all their races. The Fastest overall combined time for the Pack Division (not Open) will be awarded the Fastest Car Trophy. (NOTE: We are not having the Championship Race.)

Other Awards: We also award the following other awards (sometimes we change/add a few categories): Best in Show, Military, Food, Fastest design, Most Patriotic, Retro, Futuristic, Scout Sprit, Paint Job, Use of stickers, Most deadly, Use of color, Use of flames, Desperate use of weight, Yearly Track Single Fastest Time

Repairs: A “Pit Area” with a workbench, hand tools, hot glue gun, spare wheels and axles, weights and lubricants will be available for repairs. If the car owner (cub) and/or parent are not available to repair the car, an available official will attempt a repair. If the repair cannot be made in a timely manner, typically five minutes, the car will be disqualified, so the race can continue without due delay. A replaced wheel can be lubricated, but those not replaced cannot after impound.

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# Pack 620 Car Construction

## Official Rules

**Body:** The body in the official BSA Pinewood Derby Kit must be used. Bodies of other materials or other "model" kits will be grounds for disqualification. The body may be shaped, hollowed out, or built up from the original block, as long as it meets all other specifications. Any detail additions to the original body (i.e. steering wheels, drivers, decals, paint, weights, etc.) must be firmly attached and within length, width, and weight limits. (quiskstart/faststart/headstart body style is not allowed in den races...)

**Width:** The car width at the wheels may not be modified and must be the same as the original kit. Total car width may not exceed 2 3/4".

**Length:** Overall length may not exceed 7".

**Height:** Overall height may not exceed 3 inches

**Wheelbase:** The wheelbase (distance between front and rear axles) may be altered as long as the overall length does not exceed the 7 inch maximum.

**Ground Clearance:** Ground clearance must be at least 3/8". Must have a smooth bottom. Weights need to be recessed. As the cars are stopped using the bottom of the car.

**Weight:** The weight of the race-ready car may not exceed 5 ounces also must weigh at least 4 ounces as measured on the official scales. No loose materials of any kind are permitted in or on the car. Mercury shall not be used for adding weight. All exposed lead weight must be covered by

paint or fingernail polish. No weight on the bottom of car unless it is recessed as cars are stopped using the bottom of the car.

**Wheels:** Wheels and axles must be as furnished in the official kit."No colored BSA wheels." Cars with "one-piece" front and rear axles will be disqualified. No washers, bushings, bearings, or springs are allowed. No lubrication may be used after a car has been registered and impounded. Wheels may be sanded to remove flash only. No reductions in width, diameter, or shape of the wheels are allowed. Axles may have burrs removed and polished.

**Lubrication:** Only dry, powdered lubricants, such as graphite, may be used. No lubrication may be used after a car has been registered and impounded.

**Other:** Cars must free-wheel with no stored energy devices or moving weights. There is no designated front or back to the supplied body, either end may be the front. No loose materials of any kind (such as lead shot) are allowed in the car. Cars with wet paint will not be accepted.

**Open Class:** In addition, there will be an "open" class.

- This class is for everyone (parents, siblings, leaders, etc) interested. The scouts may enter a car in the "open" class as long as they also enter a car in his respective "rank" class.
- The above rules apply with the following exceptions:
- Wheels and Axels – Official BSA wheels may be altered or replaced with any style wheel and axel.

- Weight may be moveable (NOT mercury).
- "Quickstart/Faststart/headstart" body style is allowed in the open class...