

Pack 503 Pinewood Derby

Saturday, 27 January 2007,

Washington Junior High School Cafeteria

Check-in: 1:00 to 1:30. Racing begins 1:45

Free pizza and refreshments!

All Pack 503 Cub Scouts invited to participate.

Cars not checked in when racing begins may not be allowed to race and are not eligible for special trophies.

Inspection & Checkin

Fales home, 1085 Whirlaway, 357-4769

Tuesday, 23 Jan 7:30-9PM and Thursday, 25 Jan 7:30-9PM

Cars MUST be registered, weighed and inspected prior to derby day. Have your car checked and weighed on the official scale while there is still time to do something about it!

Trophies for every participant.

Special Trophies: 1st, 2nd and 3rd place for each grade

Most Creative, Most Futuristic, Most Patriotic, & Scream'n Demon

The Scream'n Demon will be determined in several heats involving the three fastest cars in each grade. The first three trophies are determined by popular vote.

Helpful Hints:

The cars ride over a ¼" high and 1¾" wide strip and need 3/8" on the bottom to clear this strip. Wheels must be mounted to allow car to fit on the track and not scrap on the bottom. The wood block in the kit is the proper width and the slots provide the axle locations to meet these clearances, although you are not required to use them. If you install weights on the bottom of the car insure they are 3/8" above the ground.

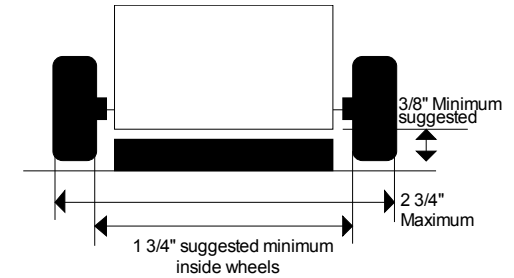
There is no height restriction. But the end of the track where cars are stopped may cause damage above 2" to delicate items (especially those placed on the top). You have to add material to get a car above 2". You will be disqualified from special trophies if you need to make modifications or repairs to your car after the racing begins.

Silicone lubricant will be available at check-in. The silicone pinewood lubricant is available at hobby stores. Hobby stores also have decals, weights and other accessories to customize your car. Just stay away from the kit cars, axles, and wheels at the hobby stores.

Attention to every detail is the key to a sleek and fast car.

Rules for building the Cars

- **Graphite lubricant may not be used. Use silicone pinewood lubricant from a *hobby store*.** Hardware store silicon lubricants contain components that damage the plastic wheels.
- You must use **four official BSA wheels** (a set of four is in the kit). BSA is stamped on the inside of these wheels.
- The **wheels may not be covered** - both wheels and axles will be inspected.
- You must use the supplied **axles in the BSA kit**.
- The width of the car shall not exceed **2¾ inches**.
- The length of the car shall not exceed **7 inches**.
- The weight of the car shall not exceed **142 grams** (approx. 5 ounces).
- **No loose materials** on the car, except the wheels!
- **No wheel bearings, washers or bushings.**
- The car must be freewheeling, **no starting devices**.
- **No hobby store kit cars.** Previous year cars are discouraged and are ineligible for special trophies.
- **This is a parent/scout activity.** All scouts may be asked the question "How did you build this car?" to determine whether they have the slightest clue of how their entry was built. Eligibility for special trophies is at risk.
- The decisions and interpretation of the above rules by the inspection committee are final.



About the Races

Your car will race only cars from entrants in the same grade (except for Scream'n Demon trophy after the end of the normal races). This year there is an **open division** for siblings, parents, etc. The races are designed to allow every participant to race in several heats (against different cars in each race). The cars with the highest point totals in each grade will earn trophies. A computer computes the race heats and point totals.