

Gulf Ridge Council
2009 PINWOOD DERBY RULES
FOR ALL PACK, DISTRICT AND THE COUNCIL RACES.

GENERAL RULES

1. Each boy should build his car with adult supervision. Adults should not build cars while boys watch.
2. Each car should be built new this Scouting season, from new materials. Do not recycle last year's fast car, best wheels, etc.
3. Each car must be the same car that qualified at the pack and district derbies: no substitutions will be allowed.
4. Only one car per Scout will be allowed to register. No Scout will enter the speed event and the design event.
5. Scouts should be in Class A uniform and must be present to compete/win.

DESIGN CARS

Each district will be eligible to select 18 cars to send to the council event as design cars. They can submit 3 for each of the 6 design categories: one Tiger, one Cub and one Webelos car for each category. These cars will not compete in the speed race at district and council. Remember: we should be rewarding the boys' modeling skills, not the parents' skills!

DESIGN CAR CATEGORIES

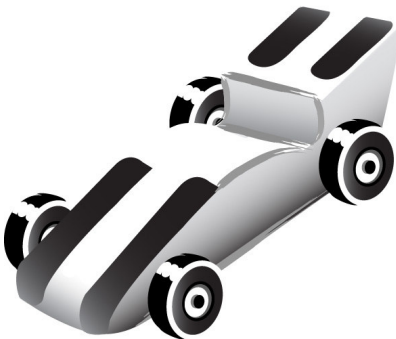
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| 1. Historic Car/Truck | Cars should resemble a historic classic car or truck |
| 2. Military | Cars must represent the US Armed forces |
| 3. Scout Theme | Cars should represent some aspect of Cub Scouting |
| 4. Sports/Games | Cars should relate to some aspect of a sport or game |
| 5. Movie/TV Character | Cars should represent a character from TV or movie |
| 6. Space | Cars should relate to space travel or alien life |

Design cars must meet all the same criteria as the speed cars and be able to race. Only the car itself will be allowed on the judging table. Add-ons and displays are great for showing off your car at home or at a pack meeting, but will not be permitted at the derby.

JUDGING CRITERIA

Cars will be judged on:

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| Originality | How much creative thought went into the design? |
| Craftsmanship | How much work actually went into making the car? |
| Category | How well does it fit the design category? |
| Scout participation | Does the craftsmanship represent the Scout's work, or the parents? |



SPEED RACE RULES

Only the cars placing within in the top 4 places at the district races are eligible for the council derby.

1. Maximum width including tires and axles must not exceed 2 3/4".
2. Minimum width of the body at the axles should be 1 3/4".
3. Maximum length must not exceed 7".
4. Some Pinewood Derby Tracks have a 1/4" high guide rail. Low hanging weights will often drag on the track. Bottom clearance should be 3/8" but will NOT be cause for disqualification.
5. The wheelbase (distance between the axles) must not exceed the distance between the precut axle slots on the standard pinewood block, i.e. 4 3/8". Shortening the wheelbase will be permitted.
6. All four wheels must be used, and all four must touch the track. No wheel shall ride upon the center guide strip. No extra guide pins, rollers or wheels designed to ride on or against the center guide strip will be allowed.
7. The car may not exceed 5 ounces as determined by the scale at the race.
8. Axles, wheels and body must be made from the official Cub Scout Grand Prix Pinewood Derby Kit, #17006. No store-bought preformed bodies.
9. The wheels may be lightly sanded or polished to remove bumps and blemishes. They must not be ground down, grooved, hollowed out, carved, cut, shaved or otherwise redesigned. Original ridges and raised letters must still be visible.
10. No magnet of any type will be allowed on any speed car
11. The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.) No part of the car may extend forward of the point where the car touches the starting post.
12. The wheels should be lubricated with graphite or powdered silicone. Oil and other liquid lubricants are prohibited.
13. Wheel bearings, washers, and bushings are prohibited.
14. The car must not ride on any kind of springs or suspension system, other than a suspension system that is actually carved from the pinewood block.
15. Loose materials are not allowed on the cars.
16. No moving or liquid weights are allowed.



The Derby officials reserve the right to determine a cars eligibility or ineligibility to race if an unfair practice is discovered that is not covered in these rules. The officials' objective is to hold a race that is fair to all boys. Boys whose cars are in violation of the rules will be given the chance (time permitting) to make their cars legal. Any cars found to be in violation of the rules will be offered the opportunity to register for the Outlaw Class if they can meet those requirements.

Scouting encourages good sportsmanship. Cars will be disqualified if the Scout or his parents display unsportsmanlike conduct on the race site. Remember, the object is for all Scouts to have a great time!

New New New

OUTLAW RACE

Here is your chance to really strut your stuff. Cub Scouts, Boy Scouts and their family members (this means you, Dad) may choose to enter the Outlaw Race at the Gulf Ridge Council Pinewood Derby. The cars must meet the size and weight requirements in the official rules and must not be powered by any means, but are not subject to other rules.

This is not a design competition, this all about *SPEED*. No trophies, just bragging rights. Trophies are only for the official race winners.

Cars do not have to win at any pack or district derby race. Registration will be open to the FIRST 40 cars to sign up plus, any cars disqualified from the official races.

All outlaw participants must be accompanied by a uniformed Scout family member.