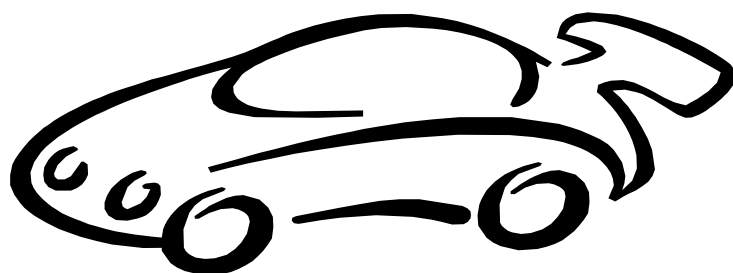


Who: Tigers, Wolves, Bears, Webelos,
and their parents.

What: Dan River District, BSA

Pinewood Derby



When: Saturday, March 27, 2010
8:00 a.m. to 2:00 p.m.

Where: Piedmont Mall - Danville

Cost: \$5.00 – includes the cost of the patch

	Registration	Race
Webelos	8:00 a.m.	9:00 a.m.
Bears	9:00 a.m.	10:00 a.m.
Wolves	10:00 a.m.	11:00 a.m.
Tigers	11:00 a.m.	12:00 noon
Adult Unlimited Race	12:00 p.m.	1:00 p.m.

Pinewood Derby Rules

1. A car must be built using the materials in the official Cub Scout Pinewood Derby Racing Car Kit. This includes the pinewood block (body), nails for axles and wheels.
2. Only current cars with this year's kit allowed. The Racecar kits from Hobby and Craft stores in the area don't always fit the specifications of the official Cub Scout Racing Car Kit.
3. **The length of the car shall not exceed 7".**
4. **The overall width of the racing car shall not exceed 2 3/4".**
5. **The weight of the car shall not exceed five ounces or 141.8 grams.**
6. No loose materials of any kind are permitted in or on the car.
7. Wheel bearings, washers, and bushings on the wheels are prohibited.
8. The car shall not ride on any type of springs.
9. Details such as adding a steering wheel, driver, decals, and painting, are permissible as long as these details do not exceed the length, width, and weight of the car.
10. The car must be freewheeling with no starting devices.
11. Axles (nails furnished with kit may be polished and lubricated.)
12. The wheels may be sanded, but must retain same dimensions.
13. The parts from previous model kits such as wheels cannot be used.
14. All cars must be able to roll freely on track to enter race.
15. If a car jumps the track, there will be no heat. If a car jumps the track 3 times in a heat, it will be disqualified.
16. A car that does not cross the finish line two times in a row is automatically eliminated from the race.
17. A car cannot be altered in any way after race starts.
18. If a wheel comes off-repair time is 2 minutes – only one time allowed for repairs of an auto.
19. All cars will be placed on a table and cannot be handled by anyone except owner of car, and judges, if necessary during the race.
20. Distance between front and rear wheels cannot be altered. Cutouts provided for axle in block of wood must be used.
21. Every boy must be registered in the Cub Scouts to enter the race.
22. Each car must pass inspection before it can compete
23. **The ruling of the inspection committee is final.**
24. **The decisions of the judges are final.**
25. Rules apply to all cars for all age divisions except Adult Unlimited Race (see attachment for the rules of that race).
26. Graphite only may be used on the axles. NO other lubricant may be used.

Pinewood Derby Adult Unlimited Race

Adults follow rules 1, 3, 4, 5, 20 and 22. No motors or propellants may be used.