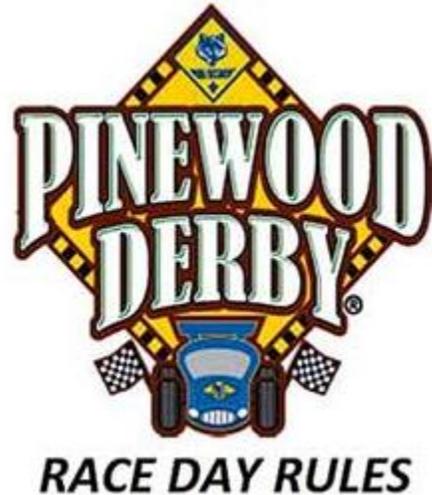


2022 Pack 82 Pinewood Derby

Pack 82 Pinewood Derby General Rules

- Once cars have been registered, weighed, and certified they will remain impounded by the race committee until the end of the competition.
- Scouts not involved in the current race and all other spectators must remain behind the tape. Social Distancing will be recommended.
- Bring your own chairs.
- Only designated race officials and the Scout will handle the car. Each Scout will get his car from impound and place it on the track.
- Cars that have participated in previous Pinewood Derbies are not eligible to compete.



Pack 82 Pinewood Derby Inspection Rules

1. The purpose of car inspection is to assure a fair race for all.
2. **Official BSA Pinewood Derby Car Kits are to be used. Pre-cut car kits such as those available at craft stores are not allowed.**
3. All cars must pass inspection to qualify for the race (cars that do not pass inspection can still be entered into the design competition).
 - a. The car must have been made during the current scouting year.
 - b. The overall width of the car shall not exceed 2 ¾ inches.
 - c. The overall length of the car shall not exceed 7 inches.
 - d. The overall height of the car shall not exceed 5 inches.
 - e. The wheelbase (distance between axles) may be extended beyond the pre-cut axle slots.
4. The weight of the car shall not exceed 5.0 ounces.
5. The distance between wheels on the same axis shall be no less than 1 ¾ inches so as to remain on the track.
6. The ground clearance under the car shall be greater than 3/8 inches so as to freely move on the track.
7. Any details added must be within length, height, width, ground clearance, and weight limits.
8. Only axles and wheels in the provided kit or an official BSA pinewood derby car kit shall be used.
 - a. NO one piece axles.
 - b. Wheels can be sanded to remove surface imperfections, but the treads must be left flat. The wheels may not be cut, drilled, beveled or rounded.

- c. Axles can be sanded and polished to remove surface imperfections (crimp marks and burrs).
- 9. **NO liquid or spray lubricants are allowed.** Only dry powdered lubricants (graphite) are permitted.
 - a. Wheel bearings, washers, bushings. and hubcaps are prohibited.
- 10. The car shall not ride on any kind or type of springs.
- 11. The car must be freewheeling, with no starting devices.
- 12. No loose materials of any kind (such as lead shot or washers) are allowed in or on the car.

Race Day Schedule

1:00 - Check in and tech inspection. Each scout's car will be inspected to ensure the car adheres to the inspection rules and follows minimum requirements. If a car fails inspection the scout will be allowed car remediation and resubmit prior to closing of tech inspection period. Arrival times will be staggered.

1:00 Webelos 2 check in

1:20 Webelos 1 check in

1:30 Lions/Tigers/Wolves check in

2:00 Tech inspection closed, race roster finalized.

2:15 First call for race 1

3:30 (or until all boys have raced and results tallied) – award ceremony

Race Procedure

- Scouts will race 4 times and are randomly called to random lane assignments.
- The aluminum track has 4 lanes so 4 scouts will race at the same time.
- 4 scouts will be called prior to each race to retrieve his car and get a lane assignment. We will have 3 heats queued up ready to race.
 - Each scout is responsible to place his car upon the track and retrieve it at the finish line.
 - Minor adjustments, if needed, can be done at this time as long as any adjustment does not cause undue delay or cause the car to not comply with inspection rules stated above. Race Direction may inspect the car and observe the adjustments to ensure the car still adheres to technical specifications.
- Run times will be recorded for each scout in each race and determined by electronic timing. Lower times are ranked higher than longer run times.
- If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. **If the same car gets into trouble on the second run, the contestant is disqualified and will have no results recorded and will miss a round. If, on the second run, another car is interfered with, the heat will be run a third time, but without the disqualified car.**
- If a car incurs repairable damage during the race the judges can allow the car to be repaired provided there is no delay to the overall race. After the repairs the car must be re-inspected by race direction and subject to tech inspection.

Design Category

After all the cars are checked into impound, each car is assigned a number and a paper bag is placed with a number by each car. The Scouts are handed 3 tickets each. They then vote for their favorite car based upon design/construction/theme by placing tickets into the corresponding bag. The Scouts can allocate their tickets as they wish.

Tally will be done by counting the tickets for each car.

If a car fails tech inspection our Scouts may enter into the design category and not race in the derby. However, the scout will have an option to compete in the Open Class Race. Any car that falls into this category will be judged on design as all the other cars. The car will remain in impound until judging is over and results are announced. If a car is not racing the Scout may elect to take his car out of impound by verifying with Race Direction he may remove his car.

In case of a tie Race Direction may deem it necessary to vote again to break the tie.

Speed Category Result Calculation

Out of the 4 times recorded for each race the slowest (longest) time will be dropped and the remaining 3 times will be averaged. The lowest (fastest) overall average time of all cars will be the overall winner of the derby. Each successive higher time will be ranked.

If there is a tie in the AVERAGE time recorded (i.e. 2 cars have the same average time 1:26.555) the car with the SINGLE lowest time will be ranked higher and break the tie.

Awards:

Overall speed: first, second, and third.

Each den will be ranked for first, second, and third based upon the scoring methodology above. Lion, Tiger, Wolf, Bear, Webelos 1 and 2

Scouts must be present to race his car on the track.

Dispute/objection Resolution

Race Direction will address any and all disputes, questions, procedural adjustments or any other questions about the race. For example, if a parent believes a car was erroneously approved by tech they can request another inspection by Race Direction. If necessary, Race Direction will ask the Technical Director for an inspection and ruling. Either as determined by Race Direction or by request of any racer, Race Direction may assemble the Race Dispute Committee for a ruling.

All decisions rendered by Race Direction and/or the Race Dispute Committee are final.

Open Class Race

There will be an Open Class Race available to any person that wishes to race a car that is not a scout with Pack 82 or scouts that were unable to pass inspection. The Open Class Race will occur after the derby and before awards are given out.

2022 Pinewood Derby Race Direction:

Race Organizer/Direction: Ericka McQueeny

Technical Director/Committee Chair: Darby Wright

Race Rule Committee: Darby Wright, Russ Rhodes, Dave Glenn

Scoring/timing: Mark Thomas

2022 Pinewood Derby Attendees Take Notice!!!!

- Staggered arrival times! Web 2 @ 1:00, Web 1 @ 1:15, Lions/Tigers/Wolves @ 1:30
- FOOD DRIVE! Bring a non-perishable food item for door prize entry.
- BRING YOUR OWN CHAIRS!!
- Masks are optional but we do ask that you social distance when possible.
- Setup will be Friday @ 6:30 at:
Highland Heights Family Life Center
1421 Alcoa Road
Benton, AR 72015
(parking lot and building behind church)