

# 2014 WATER & WOODS FSC PINEWOOD DERBY RULES

## **Forward to the parents**

The Water & Woods FSC adheres to the original principal of the Pinewood Derby. **The most important part of this derby is for the Scout to build his car** with the help and guidance of his parent or adult partner.

These rules have been produced as a mere technicality to give the boys the guidelines they need to build their car such that every Scout that advances to the W&W Local Area Finals can be assured and comforted in knowing that they are indeed competing against other Scouts.

Just like the requirements the Scouts must complete to earn their ranks (Tiger, Wolf, Bear and Webelos), the W&W Local Area Pinewood Derby Committee expects the boys to take on a larger and larger part of designing, planning and building his car each year he participates. The Scout should be able to handle and manipulate most, if not all, of the tools, equipment and supplies used to build his car. No work should be done on the car except by the scout with the Parent's supervision.

In the words of the founder of the Pinewood Derby, Don Murphy, "I also wanted to devise a wholesome, constructive activity that would foster a closer father-son relationship and promote craftsmanship and good sportsmanship through competition." (Scouting Magazine, November-December 1999)

These rules have been produced to ensure that all Tiger Cubs, Wolf Cubs, Bear Cubs and Webelos in the Water and Woods FSC have an equal opportunity to participate in and challenge each other in a friendly, level, good sportsmanlike competition.

These rules have been developed with the Cub Scout in mind, please read them carefully.

## **Suggestions to Packs**

It is highly recommended that your pack use these rules as the pack rules. Give these rules to all the boys in your Pack, twice, at two different times. Make sure they all understand that they must follow these rules to race in the W&W Local Area Finals.

Due to differences in scales, your pack maximum weight should be 4.95 oz or 139g. This will reduce the amount of time required during registration and will not affect the performance of the car.

Pointed noses will not be allowed. The starting gate is a round dowel rod and may not hold the car behind the starting line. [See page 4, rule #4 for a diagram.](#)

Put an emphasis on aspects of the cars other than the race. For example, provide ribbons or trophies for categories such as the fastest looking, the toughest looking, the most colorful, the oddest looking.

Elect your Pinewood Derby chairperson and 2 assistants, they will be responsible for:

- a) Completing the on line registration requirements;
- b) Transporting the cars to registration and;
- c) Having the authority to make any changes deemed necessary during the registration process.
- d) **Inspect the top 16 cars before the W&W finals race check in**

The criteria to elect your Pinewood Derby chairperson shall be as follows:

- a) must be a registered adult with the pack
- b) cannot hold the positions of Cubmaster or Den Leader
- c) must have all necessary training completed
- d) must adhere to the principles of the Pinewood Derby

**Register as soon as possible for the Water & Woods Local Area Pinewood Derby on line at the Water & Woods Council web site. Only the top 4 cars from each rank can advance to the W&W Local Area Pinewood Derby. Modifications and adjustments will be allowed after your Pack Pinewood Race. After all adjustments have been completed, keep all the cars together in one safe place and carry them safely to the W&W Local Area race site for check in. To speed up the check in process, your Pack's Pinewood chairperson and 2 assistants should check in all your Packs cars.**

2014  
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1. Registration is required. This is where your Pack representative notifies the Council (via the council web site) that your Pack will be participating in the Local Area finals.
2. Only BSA registered Tigers, Wolves, Bears and Webelos are allowed to participate. The car must have on the bottom: scout name, rank and pack #
3. Cars must be made this year, racing cars from previous years and using parts from old cars are not allowed.
4. Pointed noses will not be allowed. The starting gate is a round dowel rod and may not hold the car behind the starting line. [See page 4, rule #4 for diagram.](#)
5. No U shaped front ends are allowed. [See page 4, rule #5 for diagram.](#)
6. Overall weight will not be more than 5.00 ounces. Local Area Pinewood scales are final for the Local Area Race.
7. Overall length will not be more than 7 inches. [See page 4, rule #7, 9, 10 & 11 for diagram.](#)
8. Overall height will not be more than 4 inches. [See page 4, rule #8, 12 & 19 for diagram.](#)
9. Overall width will not be more than 2 ¾ inches. [See page 4, rule #7, 9, 10 & 11 for diagram.](#)
10. Wheelbase will not be less than 4 inches, center to center. [See page 4, rule #7, 9, 10 & 11 for diagram.](#)
11. Wheel width will not be less than 1 ¾ inches, to fit on the track. [See page 4, rule #7, 9, 10 & 11 for diagram.](#)
12. Ground clearance will not be less than 3/8 inches to clear the track. [See page 4, rule #8, 12 & 19 for diagram.](#)
13. The car shall not be propelled in any way except for gravity.
14. Other than the wheels, no loose parts are allowed.
15. No part of the car will be allowed to extend past the rear edge of the starting post.
16. Only dry lubricants are allowed. No oil, grease, water or WD40 or similar products can be used during the registration process. ANY liquid or moisture detected will be considered a violation of this rule.
17. Only the axles that come in the BSA kit are allowed. Sanding, polishing and de-burring of the axles is considered a normal part of car preparation, **BUT DO NOT** change the shape or appearance of the axle head, because this will make them appear to be an unofficial part. [See page 4, rule #17 for diagrams.](#)
18. There shall be no material or object between the wheel and body of the car, other than the lubricant and paint. Any object between the wheel and body will be a violation of this rule. (no washers, tape, body skins, bearings, ect) [See page 4, rule #18 for diagram.](#)
19. Only **UNMODIFIED** official BSA wheels including the colored wheels at the scout shop are allowed. The BSA initials must be visible and clear. All four tires must sit flat on the racing surface at the same time. Any sanding, beveling, tapering, wavering, narrowing or lightening of the wheel will be considered a violation of this rule. [See page 4, rule #19 for diagram.](#)

If, according to the technical inspectors, any of these situations have been compromised, the part in question will have to be replaced or fixed in a way to comply with these rules before the car can be checked in to race. If a situation arises that is not covered by these rules, the Pinewood Derby Committee will make a determination if said situation is fair for all scouts.

**All Cars must have: Name, Pack # and Rank on the car!**

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## Check in Process

1. Cars will be inspected for rules 2, 7, 8, 9, 10, 11 & 12. The car will be placed in a jig and a ruler will be slid along the back and top of the box. If the ruler hits any part of the back and top of the car, it will need to be changed by the Pack Representative that night. Cars will be inspected for wheelbase. If the axles are found to be closer than 4 inches center to center, they will have to be changed by the Pack Representative that night.
2. Cars will be inspected for rules 4, 5 & 6. The car will be weighed. The Pack Representative must lighten any overweight cars, to or below the maximum weight that night. Pointed noses and u shaped front ends will not be allowed.
3. Cars will be inspected for rules 13, 14 & 15. No loose parts (other than the wheels) and propulsion devices other than gravity. This includes any internal rattles that may be audible. No moving parts except the wheels will be allowed. The car will be shaken gently, and if anything rattles, other than the wheels, a detailed explanation of the noise will have to be provided. Shot for weight is allowed. Please secure loose shot inside the car. Cars with propulsion devices other than gravity will be confiscated and not allowed to race.
4. Cars will be inspected for rules 16 & 17. Axles must be official BSA axels. They will be inspected for authenticity and manipulation. Samples of legal and illegal axles will be available for comparison. If, in the judgment of the technical inspectors, the axles are determined to be illegal, they will have to be replaced by the Pack Representative that night. Axles will be inspected for moisture. If any moisture is detected, the axles and wheels will have to be replaced by the Pack Representative that night.
5. Cars will be inspected for rules 18 & 19. Wheels will be inspected for authenticity and manipulation. The BSA initials must be visible with the naked eye. The tread for all four wheels must lay flat and touch the track surface at the same time. The wheels cannot be altered in any way. If, according to the technical inspectors, any of these situations have been compromised, the wheel(s) in question will have to be replaced by the Pack Representative that night. Cars will be inspected for objects between the wheel and body of the car. There shall be no tape, body skin, different type of wood, washer, bearings or anything else between the wheel and body. Any object other than lubrication and paint will be considered a violation of this rule and will have to be fixed by the Pack Representative that night.
6. Cars will be numbered. These numbers are determined prior to the check in process and may not be the same numbers the boys have put on their car. **NO CAR SHALL BE NUMBERED 1.** That is reserved for the fastest car in the W&W Local Area.

Any and all necessary modifications to cars must be complete by the end of check in. No cars will be allowed to be modified after check in has closed, or the day of the race. Make sure your Pack Representative has extra parts and tools for needed repairs. For example, an extra, unopened, wheel and axle kit from the Scout Store. All changes to the cars, during check in, must be done by the Pack Representative before the check in has closed. Race officials will not change any cars.



**Registration information distributed at the monthly Roundtables. Contact Donald Fee at CMMrFee@aol.com if your unit requires assistance or has questions.**

**All Cars must have: Name, Pack # and Rank on the car!**