

MANATEE DISTRICT PINEWOOD DERBY

2007 OFFICIAL RULES & PROCEDURES:

PARTS & SPECIFICATIONS

Cars made and/or raced in previous years CANNOT be raced at this year's Derby. The car you race in this year's District Derby must be the car that you raced in this year's Pack Derby (and it must have been built new this year).

1. **Parts:** ONLY Official B.S.A. GRAND PRIX PINEWOOD DERBY CAR KIT parts shall be used in major components of the car (body, wheels, and axles). Accessories and decals may be added, but you may NOT replace or substitute kit parts.
2. **Length:** shall not exceed 7" overall.
3. **Width:** shall not exceed 2¾" overall. Minimum width between wheels shall be 1 ¾" so the car will clear the center guide strip.
4. **Height:** (from bottom of wheels to top of car) shall not exceed 3" so as not to hit the electronic finish line display bar.
5. **Clearance** between bottom of car and track shall be 3/8" minimum so car will clear the center guide strip.
6. **Wheelbase:** The existing pre-cut slots should be used for the axles. If the slots are not used, the distance between the front & rear axles must be within 1/2" of the distance between the existing pre-cut slots (1/2" outside one of the slots or 1/4" outside of both slots).
7. **Weight:** Total weight shall not exceed 5 ounces. Readings from the Official Race Scale will be final. The car may be shaped, hollowed, and/or built up to the maximum weight by the addition of wood or metal only, provided it is securely affixed or built into the body. Loose materials of any kind are prohibited.
8. Mercury shall NOT be used for adding weight. It is a potential health hazard.

WHEELS & AXLES

9. **Wheels & Axles:** Only Official BSA GRAND PRIX KIT wheels & axles shall be used. Wheels & axles may be slightly modified to remove minor surface imperfections (i.e., burrs), however, you are not allowed to thin, round, machine or reshape the wheels (the original sidewall ridges/dots must be visible, and the contact surface flat).
10. Hub Caps of any kind are NOT permitted (that includes round Avery-type labels).
11. Wheel Bearings, washers, or bushings are NOT permitted.
12. **Suspension:** The car shall not ride on any type of springs or suspension.
13. **Starting Devices:** The car must be free-wheeling with no starting device or propulsion system.

LUBRICATION & APPEARANCE

14. **Lubricants:** Only dry powdered lubricants, such as graphite, may be used. Oils and silicone sprays are NOT permitted – they could soften the plastic wheels and foul the track.
15. **Lubrication:** Cars may be lubricated **BEFORE INSPECTION ONLY**, and **ONLY OUTSIDE** of the racing facility. Graphite is NOT allowed inside the facility. Once the cars are inspected, registered, and placed on the Starter's Table, No further lubrication will be permitted, including between individual race heats.
16. The car may NOT have anything on it that extends in front of the starting gate (this includes the car body itself).
17. Details, such as driver, spoiler, decals, etc. are allowed as long as these details are firmly glued in place and do NOT exceed the specifications listed above.
18. **Paint & Glue:** Cars with wet paint and/or wet glue will NOT be allowed to race.

RACING RULES & PROCEDURES

19. **Qualifications:** The District Pinewood Derby Race is open to the top 3 finishers from each of 4 ranks (Tiger, Wolf, Bear and Webelos) in each Pack registered in the Manatee District (Webelos I & II are considered one group). Advanced registration through your Pack's Pinewood Derby Committee is required.
20. The Scout MUST be present on race day to race his own car.
21. A Scout can race ONLY during his Scout rank time slot, and he may enter only one (1) car in his rank's race.
22. **Inspection & Registration:** Each racer must have their car inspected, weighed, and certified by the Inspectors before they can compete. Disqualified racers will be given a reasonable opportunity to modify their car to meet these rules and specifications, but the car must be compliant prior to the scheduled race time.
23. **Starter's Table:** After a successful inspection & registration, the car will be brought to the Starter's Table. Except for races or emergency repairs, cars will remain at the Starter's Table until the conclusion of each race series.
24. **Race:** All races will be scored by electronic timer, and conducted according to Scout rank classification. The top three (3) winners of each Scout rank classification will receive trophies or ribbons.
25. **Racing Procedure:** As each Scout Rank race is announced, drivers for that rank will be allowed into the restricted-access race area to sit and view the races up close. The Starter and Assistant Starter will put the cars into the starting gates, and release the cars at the start of each race. After each race, the Finish Line Assistants will take the cars back to the Starters.
26. If a car jumps the track, the heat will be rerun. If the same car jumps the track again, it will automatically lose that heat.
27. If a car leaves its lane and interferes with another car, the heat will be rerun. If the same car leaves its lane again and interferes with the same or another car, the heat will be run again without the interfering car. The interfering car will automatically lose that heat.
28. **Mechanical problems:** If a car suffers a mechanical problem, loses an axle, breaks a wheel, drops a weight, etc., and repairs can be accomplished before the start of the next race, or in the judgment of the Race Committee, in a reasonable time, the heat will be run again. If not, the car will automatically lose that heat.
29. **Judging:** Race results are automatically calculated by an electronic timer, and those results are FINAL. In the event of mechanical or electronic failure, two (2) judges must agree on the winner, or the heat will be run again. If, in the judgment of the Judges or Race Officials, a race should be rerun for any reason, previous results shall be voided. The Race Committee, by majority vote, will be the final judge of disputes, appeals, or decisions. In the case of a tie vote, the decision of the Race Committee Chairman will be final.
30. **Conduct:** Profanity, violence or other un-sportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.
31. **Track area:** Only race officials and racers in the current race will be allowed into the restricted-access track area. This rule will be strictly enforced.

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