

SOUTHBOUNDER DISTRICT DERBY RULES

1. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
2. The overall length of the car shall not exceed 7 inches.
3. The overall width of the car shall not exceed 2 ³/₄ inches.
4. The car must have 1 ³/₄" clearance between the wheels.
5. The car must have 3/8" clearance underneath the body.
6. The wood provided in the kit must be used. The block may be shaped any way that is desired as long as it does not interfere with wheel/axle placement or spacing.
7. BSA supplied wheels must be used. You may use the ones in the box with the wood, or purchase any of the wheel/axle kits provided at the scout store. All colors are acceptable. The wheels may not be cut, drilled, beveled or rounded. You may smooth the stem from the wheels. However, the decorative ridge/tread around the edge of wheels must remain visible.
8. Only BSA supplied axles may be used. There must be 4 axles used per car. They may be polished or lubricated (dry lubricant only). Axles must be perpendicular to the car body so there is no tilting of the axles.
9. Wheel bearings, washers or bushings are prohibited.
10. Axial spacing of the wheels cannot be changed, use the slots provided in the block. The slots provided in the wood can NOT be moved, deepened, or modified in any way. You cannot place your axles into holes you have drilled in the side of the car.
11. The car must not ride on any type of springs.
12. The car must be freewheeling, with no starting devices.
13. No loose material of any kind, such as lead shot, may be used.
14. If during a race, a car leaves the track without interfering with any opponent, it shall be considered to have ended its heat at that point. If the car hits another car, both cars will be allowed to re-run that heat.
15. If there are track issues, the race leader may stop the race, repair the track, and racing may recommence, if needed, races may be re-run at the leader's discretion.
16. All cars entries must be built this Scouting Year, and may only be raced by the Scout who made the car. All cars must have initials and date written on bottom from the Cubmaster.
17. Only 1 car may be registered per Scout.
18. Only dry lubricants may be used. No lubricants may foul the track.
19. Once the car has been checked into the garage, by the SCOUT ONLY, it may not be worked on any further (i.e. no lubrication added between races, weight changes, etc).
20. Only the Scout will be allowed to get his car once checked into the garage and place it on the tracks. Alignment on the track will only be done by the Scout.
21. Once the race has concluded, the SCOUT must take his car back to the garage.
22. All cars must be marked and officially registered/tagged to be included in the races prior to any race being run.
23. A pack may only enter 2 racers per RANK. Ranks are Tiger, Wolf, Bear, Webelos I, and Webelos II. Racers must be in **Class A uniform** for the race. (Shirt, neckerchief, slide and belt)

24. Late registration is not accepted. Once registration has closed, using the official race clock time, no more entries will be allowed.

25. Scouts who were Webelos II during their pack's derby race, but crossed into Boy Scouts before the district race, may still race with the Webelos II during the district race.

March 20, 2010 Race Details

The track will be a 3 lane track, with racers racing one time on each lane. Winners will be decided based on fastest combined time. The software will be set up to call Scouts out by NAME, not number. Please be sure to inform your scouts the proper procedure for the race. Scouts will check in their cars at registration. When it is their time to race, their name will be called along with the lane number. The scout is to go retrieve his car from the garage, place on the proper lane, and make his way to the end of the track. Once the race is over, the scout will pick up his car and take it immediately back to the garage. Then take his seat until his name is called again. Pushing, shoving, or running will result in IMMEDIATE disqualification.

Pinewood Derby Registration		
Rank	Registration Time	Race Time
Tiger	8:00-8:50	9:00
Wolf	9:00-9:50	10:00
Bear	10:00-10:50	11:00
Webelos I	11:00-11:50	12:00
Webelos II	12:00-12:50	1:00
Leaders	1:00-1:50	2:00

CubMobiles will be held if weather permits. The location will hopefully be the same as last year, we will confirm closer to race day. ALL cars must be dropped off at the race site **BEFORE 11AM**. Please pre-check your cars before bringing them to inspection for obvious issues to save time at registration. All racers **MUST** have a bicycle helmet to race!

Cub Mobile Registration		
Rank	Registration	Race
Tiger	Before 11:45AM	12:00
Wolf	Before 12:45PM	1:00
Bear	Before 1:45PM	2:00
Webelos I	Before 2:45PM	3:00
Webelos II	Before 3:45PM	4:00

There will be Spring Blast T-Shirts this year. They will be on a PRE-ORDER basis only. Each pack, please submit an order of the size and quantities needed for your pack along

with payment at or before March Roundtable (March 4, 2010). Shirts will be \$10 for YM-AXL and \$13 for 2XL-3XL.