GATEWAY DISTRICT CUB SCOUT PINEWOOD DERBY

When: Saturday, April 20, 2013. Registration 9:30 AM - 11:00AM, Race Time 12:00PM

Cost: $5.00 before April 5th, $7.00 after April 5th. Register online at www.threeharborsscouting.org. Walk-ins allowed. Patch included.

Where: Kenosha Moose Lodge (Use the North Entrance) 3003 30th Ave, Kenosha WI

Who: This is a family event. Parents and siblings are welcome!! Food and Drink available for purchase.

Don't miss out on one of the most exciting Cub Scout events to happen all year! Who will be taking home the cup? Sign up now!

Contact: Jim Reeder, Gateway District Executive
(262) 995-0031 or James.Reeder@Scouting.org

Return payment and information to:
Gateway District 2013 Pinewood Derby
Three Harbors Council, Attn: Jim Reeder
2319 Northwestern Avenue, Racine WI 53404
or
Register on-line at ThreeHarborsScouting.org

Unit # and/or School _____

Contact Person Name: _____

Address: _____

Phone: _____ **E-mail** _____

# of Scouts ____**x** **$5 Total Fee** _____

Acct #: 6801-510-20

THREE HARBORS COUNCIL
BOY SCOUTS OF AMERICA

2013 Gateway District Pinewood Derby Rules

Any Scout within the Gateway District can register for this event. All "official" rules, which accompany the BSA car kit, are in effect except as modified below. Cars can be of new construction or used from local Pack Pinewood Derbies. If there is any discrepancy, the following rules shall control:

1. Overall width of the car shall not exceed 2 3/4 inches.
2. Overall length shall not exceed 7 inches.
3. Overall Height shall not exceed 3 inches.
4. Total car weight shall not exceed 5.0 ounces.
    a. You, the participant, may install the wheels and weights in your car. Please be warned that weight may need to be added or subtracted because of the next statement.
    b. The weight of the car shall be as measured on the pack's "official" scale, which may be inconsistent with any other scale in the known universe.
5. The car must use official BSA Pinewood Derby parts. You may not substitute wheels or axles with any other custom-made materials. If you lose/destroy the materials provided you should call your Pack Leader or derby committee for replacements. All parts must be BSA approved.
6. No loose materials of any kind are permitted on or inside the car.
7. The length of the wheel base (4 and 3/8 inches axle to axle) cannot be extended or moved in any way. Axle plates must be removed. The official BSA car block dimensions must be used for the scout class races along with the same axle slot positions. If you find the axle slot is not squared from the manufacturer, you may fill the slot and re-drill the axle holes. The BSA axle pin end points must be visible to prove there is no solid axles installed. REMEMBER; do not change the location of the axle slots.
8. Four wheels are required and all must touch the ground and roll together during check in.
9. The car shall not ride on any type of springs or wheel bearings.
10. Details, such as the steering wheel, driver, decals, paint, etc., are permissible as long as these details do not exceed the maximum length, width, height and weight restrictions set forth in the rules. Any objects other than wheels falling off after the start of the race may NOT be replaced.
11. The car must be freewheeling with no starting devices.
12. The front of the car must not extend past the starting gate prior to the start of each race.
13. You may "true" the wheels and/or axles. However, the width of the wheels may not be modified. (e.g., you may NOT reduce the width of the wheels so they are more pointed or rounded, but you may sand them to eliminate ridges and imperfections in the manufacturing process). The little treads on the side of the BSA wheels must be un-touched by the sanding process.
14. Each car must pass inspection by official race personnel before it may compete. The inspectors have the right to disqualify those cars that do not meet the above-specifications, or may make an effort to help fix the car so that it complies. The extent of such an effort to correct deficiencies, if any at all, is left to the sole judgment of race inspectors. The race inspectors have final judgment. If the scout car does not pass inspection, the car can be entered as an Open Class or Outlaw Class entry.
15. The car may not be altered in any way after it has been inspected and registered for the race.
16. Only dry graphite lubricant may be used. Lubricant will be available at weigh-in. Once inspected, the cars may not be modified, lubricated, or otherwise corrected or improved, without express approval/supervision of a race official.
17. Scout (or the driver) must be present for all races or the car will be disqualified.
18. **OPEN CLASS**: Any adult leader, Boy Scout, siblings, or parent/guardian may build a car on their own, to be raced against other racers in the Open Class race. All the same rules apply with exception to the following. **Rule#4**, max weight is 10 ounces. **Rule#6**, loose material inside the car body is accepted. **Rule#7**, there are no restrictions on where the axle slots can be. **Rule#8**, Four wheels are required, but they do not all have to touch the surface at the same time. **Rule#13**, the wheels can be rounded on the edges only. The section of the wheel touching the track must be flat. No special wheels with a ridge or a pointed cut will be allowed in Open Class. ALL BSA materials (including wheels and axles) are required.
19. **OUTLAW CLASS**: Anyone can race in the Outlaw Class. All the same rules applied (including changes) in Open Class also apply for the Outlaws with exception to the following. **Rule#8**, Four wheels are not required. **Rule#13**, you can purchase any wheels or change the BSA wheels anyway needed. The axles can be anything you desire. BSA materials are not required at all.