

CLF Pinewood Derby

RULES and PROCEDURES

Purpose and Goals:

The CLF Pinewood Derby is sponsored by our Royal Rangers outpost with the thought of having a project that a father and son could work on together, and to give the boy without a father at home an opportunity to interact with an adult sponsor, elder brother, or commander. The goal is to promote a healthy family activity, competition and sense of accomplishment. This event is open to

Competition Classes:

Racing heats and "Best of Show" judging will be done in separate classes:

| | | |
|----------------|-----------------------|---|
| Class A | Ages 5 - 6 | (Boys & Girls) (Straight Arrows & Daisies) |
| Class B | Ages 7 - 8 | (Boys & Girls) (Buckaroos & Prims) |
| Class C | Ages 9 - 11 | (Boys & Girls) (Pioneers & Stars) |
| Class D | Ages 12 - 17 | (Boys & Girls) (Trailblazers & Friends) |
| Class E | Ages 18 and up | (Adult - Male & Female) |
| Class F | Alumni | (Cars from previous years - Male & Female) |
| Class G | Unlimited | (Any reasonable weight & size) |

**anyone making a car under age 5 would be included in Class A*

In the age based classes for entrants under age 17, the car should be designed and built by the entrant as much as possible. Leaders, parents, and friends should supervise, instruct and help, but allow the child the enjoyment of creating the car and the satisfaction of completing it.

The ALUMNI class is open to any adult and entrants who enter a car in any of the age classes (A-F).

The unlimited class is open for any cars which do not conform to the basic design rules listed. It must be a reasonable weight and size, so as not to damage the racetrack. Unlimited cars may utilize alternative forms of propulsion – no thermonuclear devices please ☺

Awards:

1. There will be a trophy, medal or ribbon for first place through sixth place in each class for fastest car and also for "Best of Show".
2. A special award will be given for overall fastest car.
3. A special award will be given for each class for the "People's Choice Award".

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Car Specifications (ALL CLASSES – excluding “Unlimited”):

1. Weight - is not exceed 6 ounces.
2. Wheel bearings, washers and bushings are not permitted.
3. No wafering of the wheels is allowed.
4. The car shall not ride on any type of spring.
5. Only "Official" Pinewood Derby Kits may be used. These kits are available from Outpost 117, a hobby store or the Ranger Supply Store, Santa Clara, CA, may be used.
6. No starting devices are allowed. Cars will start and roll by forces of gravity alone from a standing start at the starting line of the track.
7. To ensure that a car will be able to race on the track without interfering with other cars, **ALL CARS** must meet the following requirements. This includes all parts of the car whether it be the car body, weights, decorations, fenders, etc.:
 - a. Width - the overall width is not to exceed 3 inches at any point.
 - b. Length - the overall length must not exceed 8 inches at any point.
 - c. Clearances -
 - 3/8 inch minimum between bottom of car and top of table,
 - 1 3/4 inch minimum between wheels on each axle.
 - d. Height - the maximum overall height from bottom of wheel to the highest point on the car must not exceed 8 inches.
8. You may use any lubricant you feel is best for your car. However, powdered graphite is the preferred lubricant. The lubricant **must not** come in contact with the track, as this may effect track performance and will be grounds for car and race disqualification.
9. **CARS FROM PREVIOUS YEARS WILL ONLY BE PERMITTED TO COMPETE IN THE ALUMNI CLASS.**
10. Cars may not be modified to start ahead of the starting line. All parts of the car must be at or behind the starting line when racing.
11. No moving parts (except wheels) or loose materials of any kind will be permitted on the car.

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12. Details such as steering wheels, driver, decals, painting and other exterior and interior details are permissible as long as they are securely attached and comply with these specifications.
13. Weights must be an integral part of the car. Weights will not be allowed to be taped or set on a car. All weights must be incorporated within the design of the car and be securely attached to the body of the car.

Registration:

1. Each entrant must register their car(s) in person unless prior arrangements have been made with the "Race Director". A car can be registered in only one class.
2. The car will be inspected and checked for compliance with these specifications by a judge, whose decision is final.
3. There **will not** be weights provided at registration, and we would appreciate it if each entrant would check their own cars for compliance before registering, to save time and to eliminate confusion and last minute changes to cars.
4. No one except the "Racing Officials" will handle cars once they are registered, except as noted in racing procedures. The car must be surrendered to officials at registration and be ready for competition.
5. Each entrant will be given a color I.D. with an identifying number when their car is registered. This I.D. is to be placed on the bottom of the car.

Racing Procedures:

1. All heats will be run solely on a system to find the fastest car within each heat. Actual racing time will have no bearing on the placing of winners.
2. All cars will start by gravity from a standing start at the starting line of the track.
3. The car whose most forward part trips the detectors at the finishing line wins the heat.
4. Once a car has been registered, no adjustments or lubricating is allowed.

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5. If either a car leaves the track or its parts fall off before crossing the finish line on the first run of a heat, there is no contest and the heat will be re-run. If the same car either leaves the track or any of its parts fall off before crossing the finishing line on the re-run of the heat, the car is then disqualified from that heat.
6. If a car is damaged, the race judge, at his discretion, may release a car to its owner. In such a case, only the repairs necessary to allow the car to race are permissible, **no modifications or lubrication is allowed**. Repairs are only allowed after the heat is complete.
7. No heat will be held up for a car(s) being repaired. If a car is unable to run in its scheduled heat, the car is disqualified from that heat.
8. Non-Christian conduct, attitude, language or sportsmanship is grounds for immediate disqualification from all competition. The decision of any "Racing Official" or Royal Ranger Commander in these matters is final.

Construction Hints:

1. If you would like a deeper pilot hole in the wood axle use a 3/32 drill bit.
2. After assembling the axles, wheels and screws to the car body check that all four wheels properly touch the track, **before** final gluing of the wheel assembly. The wheels should be perpendicular to the track surface and parallel to one another.
3. To eliminate vibrations and friction polish the portion of the screws that contact the wheels with emery cloth.
4. To remove any rough edges on the wheels **lightly** sand each one evenly.

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"Best of Show" Judging Guidelines:

1. The judges will not converse or discuss while they are judging.
2. Any and all comments will be in writing and will consist of the car number and score using the Judging Worksheet. This worksheet will be given to the "Race Director" as soon as the judge has completed judging.
3. The areas used to judge and score the cars are:
 - a. ORIGINALITY The idea of the builder. You must take into account how much creative thought went into the design.
 - b. WORKMANSHIP The skill the workman shows in cutting, carving, sanding and detailing out the car. The selection of materials and general construction are also factors in this score.
 - c. APPEARANCE Consider the use of color and overall outward appearance. Take into account the painting of the car, it's overall texture, is the color and paint even, is it pleasing to the eye.
4. All entrants are encouraged to include a 3" x 5" card with their car at registration giving a brief description of the work completed indicating which parts were handcrafted and which were purchased. The card could also give information about the origins of the design.