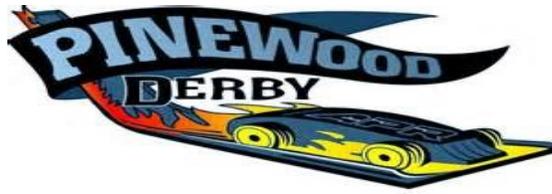




2018 NORTH STAR DISTRICT PINEWOOD DERBY RACE



Saturday, March 17, 2018
Registration – 7:30am to 8:00am
Race Time – 8:15am
Wadena, MN

Are you ready for the big race? We are excited to bring to you the “North Star District Pinewood Derby Race”. Each pack within our district is invited to send **all of their Scouts** to race against other Dens within the district in the “North Star District Pinewood Derby Race” race. We also want to invite **anyone** else that would like to race (**that includes parents, siblings, leaders, adults, friends, etc.**) to race in the “Derby Classic” which will be an open division race.

RULES:

1. All entrants are strongly encouraged to be in uniform for race day.
2. All cars will be inspected following the rules which have been provided to each pack within the district.
3. All races will be held on a track with an electronic time clock. We will not use any brackets but base all winners on finishing times.

REGISTRATION:

1. The registration time is from 7:30am to 8:00am. We need to have all Scouts registered on time because everything is done electronically and late entries will not be entered.
2. A registration fee of \$5.00 per car will be charged which will help cover expenses for trophies, certificates, and over all award.
3. We would like to have each pack register before the event so that we can plan accordingly for the event. Please email by March 10th your total number of Scouts attending along with their names and dens. (Holly Carlson e-mail jhzjg99@gmail.com)

FINAL NOTES:

We encourage all Scouts to invite family and friends to come watch the race! We will have concessions available and plan to make the event fun for everyone who attends! If you have any questions in regards to the event please contact either Holly Carlson or Wade Bastian. We look forward to a fun and exciting time at the races!

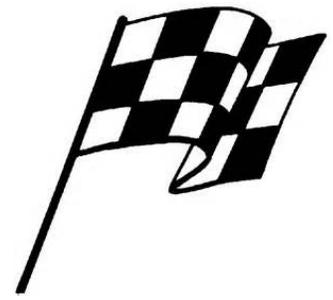
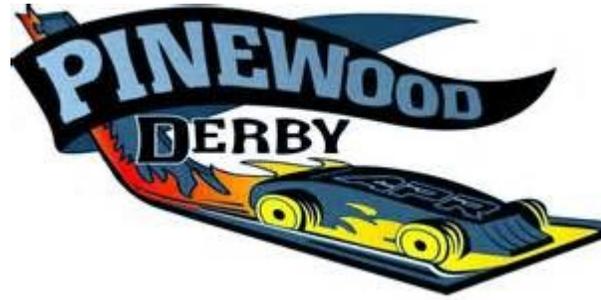
Holly Carlson – jhzjg99@gmail.com
(218) 330-9422 -Cell

Wade Bastian–Wade.Bastian@scouting.org
(320) 266-6881 -Cell

NORTH STAR DISTRICT PINWOOD DERBY RULES

Central Minnesota Council

THE SCOUT OATH AND LAW APPLY HERE, AS THEY DO EVERYWHERE!



COMPLIANCE WITH THE DERBY RULES IS THE RESPONSIBILITY OF THE CAR BUILDER. ANY INFRACTION, WHETHER DISCOVERED AT WEIGH-IN OR ON RACE DAY, MAY LEAD TO DISQUALIFICATION OF PARTIES INVOLVED. POOR SPORTSMANSHIP CAN LEAD TO IMMEDIATE DISQUALIFICATION!

RULES AND SPECIFICATIONS

-  Your car can be of any shape and design you can dream up. However you must use the official wood block, wheels, and axles from the BSA pinewood derby kit. You may not use a previous years car or a car made by another scout.
-  The car must be completely sanded and painted by the Scout. The parents can help cut the design and put on the wheels. They may also help with any finishing touches with weights or accessories.
-  The maximum weight of the car is 5oz. There will be an official scale to weigh each car. The car may be hollowed out and built up to the maximum weight by the addition of other materials provided they are securely built into the body or firmly affixed to it.
-  The car and accessories must fit into a box that is 7" long, 3" tall, and 2-3/4" wide. These are the maximum sizes for the car.
-  The track lane strips are 1/4" tall and 1 3/8" wide. Your car should have a clearance of 3/8" on the under side to clear the lane strip.
-  Starting devices are prohibited. Cars must be freewheeling. The entire car including accessories must start the race behind the starting line.
-  Wheel bearings, bushings, washers, and springs are prohibited.
-  No cutting of wheels will be allowed. Only light sanding is permitted.
-  Wheel and axle location on the cars can be changed. The slots in the official wood block do not have to be used.
-  Only dry powdered lubricants, such as graphite may be used.
-  The official track from start to finish is 30 feet long and has a drop of 3 feet 4 1/2 inches in elevation.

GROUND RULES AND INSPECTION

- ❏ Each car must pass inspection by the official inspection team before it can compete. The inspection team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of the violations and given the opportunity to modify the car to meet these rules. If the car cannot be modified to meet the rules, the car will not be allowed to run.
- ❏ All cars must be inspected, weighed in and impounded and will not be available until after the race is completed. All repairs and lubrication will need to be done prior to checking in your car. An official car number will be attached to the top of the car using a small adhesive backed label.
- ❏ If a car or any part of a car leaves its lane and interferes with another car, the heat will be re-run. If the same car leaves its lane a second time and interferes with another car, the heat will be rerun again with out the interfering car. The interfering car will automatically be disqualified from the race.
- ❏ If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, it will be automatically disqualified from the race.
- ❏ If a car suffers mechanical problems, the owner will be given the opportunity to repair the car in a 5 minute time limit. Repaired cars will be inspected again by the official inspection team.

