

**Official Glenview/Wilmette Pack 10 Pinewood Derby Rules – 2010 Race
Saturday, February 20, 2010**

1. **New Cars Only.** You may not race a car built for any prior Pinewood Derby. This is a family event. Cub Scouts, their parents and friends join together to design and build a miniature race car. While building the fastest car is a goal of many, the real winners are the majority of Cub Scouts which have learned new skills and developed a positive bond with their parents/friends as they build their cars. It is a joint venture where the **Cub Scout is expected to do age appropriate work** with his helpers. In the interest of fairness, the cub scouts cars should be competing against other Cub Scout built cars rather than against Parent Scout built cars. There will be a separate race for Parent Scout v. Parent Scout Cars. The Cub Scout WILL NOT have a positive experience if his car is totally assembled by parents or other skilled adults.
2. **Weight.** Each car must weigh at most 5.0 ounces (141.75 grams). Anything added to increase the weight must be fixed in place. You may not use moving weights or mercury. Cars that are overweight cannot race, though space and some tools will be available for last minute adjustments during the Weigh-in. Official scale is final. Test weigh-ins can be arranged at Mr. Pomerantz's house beginning Feb 1, 2010.
Final weigh-in is 6-8 pm, Friday, February 19, 2010 at the race location – No Late Entries Accepted!
3. **Size.** The car must be no more than 7 inches long and 2 3/4 inches wide. Wheel base 4 3/8 inches.
4. **Official Parts Only.** Each car must be built using the wood, wheels and axles provided in the official Cub Scout kits. Special axles, wheels or car bodies not provided in the kits cannot be used.
5. **Wheels and Axles.** The wheels may not be altered, sanded, shaped, polished, painted, ground, machined or tooled. The axles may be filed or polished to remove imperfections. **The nail axles must have their points visible after installation and final assembly! This is the most common problem with the cars.** Wheel bearings, washers and bushings are prohibited. The car may not ride on springs. Wheels not in compliance will have to be replaced.
6. **Wheel Placement.** The axles must be mounted in the slots pre-cut into the wood. Width between the wheels must be at least 1 3/4 inches. The ground clearance between the car and the track must be at least 3/8 inches.
7. **Lubrication.** Only dry, powdered graphite may be used to lubricate the axles. No oil, silicone spray or other lubricants are allowed. All cars will be lubricated with graphite after the weigh-in.
8. **Detailing.** Cosmetic details such as steering wheel, driver, paint, decals, etc., are okay as long as they do not violate length, width, weight or other specifications. Cars with wet paint will not be accepted. The front of the car may not have slots or features to improve the starting or finishing position.
9. **Only gravity to propel it** The car must be free-wheeling, with no starting devices.
10. **Inspection.** Each car must pass inspection by the Official Race Committee before it may compete. If a car fails to meet the rules, the Cub will be told what problems exist and may change the car to meet the rules. Decisions of the committee are final. We will have some tools and spare parts available for Cubs who need to make last-minute adjustments during the Weigh-in. If during the race it comes to the Pinewood Derby Committee's attention that a car does not comply with all rules and specifications, the car will be disqualified.
11. **Car Numbers:** Assigned numbers must be permanently attached with labels included in kit. Assigned numbers must be clearly visible (they cannot be on the bottom only). Other numbers may appear on the car, but the assigned number must be visible. *Use your assigned number!*
12. **Impounding:** Once a car has passed inspection, it will be impounded until after the race. No further work is permitted on the car, and the only people allowed to touch it are race officials.
13. **District Race:** If held, the top three finishers in **EACH** Den from Tiger Cubs, Wolf, Bear, and Webelos advance.

Rules for the Race

1. Good Sportsmanship! Anyone not displaying good sportsmanship and good behavior may be asked to leave.
2. **Cars must be built by the Cub Scout** with the parent assisting to degrees & detail based on age level. We want the Cub Scouts to feel like they are racing against each other rather than a car designed & built by parents.
3. Parents' Race Rules: Cars built by parents' must use parts from the box and anything else imagined for the car.
4. You do not have to be present for your car to race. If you bring it to the weigh-in and it passes, it will race!
5. If a car jumps the track or interferes with another car, the heat will be rerun. If it happens again, it will be eliminated. The only exceptions are track or track debris problems.
6. If a car breaks down or loses a wheel, the owner will be given 2 minutes to perform repairs and the heat will be rerun. If it breaks down a second time or cannot be repaired within 2 minutes, it's eliminated.
7. Only race officials allowed in the racing area.
8. Decision of race officials is final!
9. Have fun and enjoy the experience!
10. Questions should be directed to Ron Pomerantz 847-724-8854.

Final weigh-in is 6-8 pm, Friday, February 19, 2010 at the race location – No Late Entries Accepted!