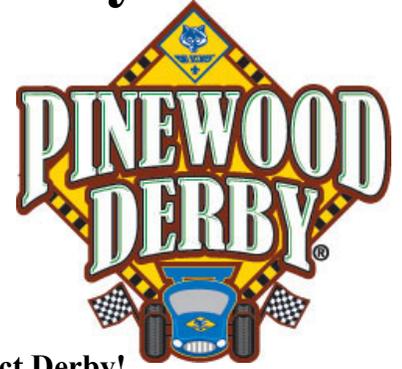


# Quicksilver District Pinewood Derby 2019

Did you build a cool Pinewood Derby car this year?  
Is it Fast? Does it look Cool, Sporty, Funny or Fast? Is it a work of Art?  
Come and compete at the Quicksilver District Pinewood Derby!



## ***Competitions for Speed and Design –***

**Speed Awards** for Lion, Tiger, Wolf, Bear, Webelos, Siblings and Open Class  
**Design Awards** for Most Original, Slickest, Raciest, and Craftsmanship

**Packs: Send your best to the District Derby!**

**Cub Scouts: Bring your fast, creative or cool cars and have fun at the District Derby!**

**When: February 16th, 2018;** Registration opens at 9AM, the Race will start at 10AM

**Where:** LDS Church at 150 Bernal Road in San Jose

**Who:** All Cub Scouts and their families in Quicksilver District are welcome.

There is a \$5 entry fee online, \$8 at the door. To Register on-line, Click or Go to:

<https://fs10.formsite.com/svmbc/s9wipvrjmw/index.html>

We encourage each Pack to send the fastest 4 cars from their Pack race plus other cool looking cars.

**INTENT** - The purpose of this event is for the scout to build and race a wooden car, promoting craftsmanship and good sportsmanship through competition. The scout should do as much of the work as is appropriate for his age, each year they should do more than the previous year. Buying premade parts is **not** the goal of this event! Each scout is expected to build a new car each year.

**THE KIT** - The car shall be built from the official Cub Scout "Grand Prix Pinewood Derby Kit." The Kit is a one-piece wood block for the car body with wide tread plastic wheels and plated nails for axles. Only official BSA wheels and axles may be used as replacements. Unofficial kits, bodies, wheels or axles will not be accepted. The "PineCar", "Revell", or any other pre-cut bodies are **prohibited** from the Cub Scout District Race.

**THE CAR BODY** - You must start with the wood block provided in the kit and, as a minimum, the axle slots and some amount of continuous wood between the slots must remain from the original block. The axles should be inserted into the pre-cut grooves that are already cut in the car body. The wheel base (distance between the axles) must not be changed. You may add weights and other decorations if you wish. Decorative parts may be from any source.

**PHYSICAL DIMENSIONS** - Overall dimensions shall not exceed 7" long by 2 ¾" wide by 3" high. The minimum inside width between the wheels must be 1-3/4". No part of the car can extend forward of the starting post. Track clearance is specified at 3/8" to clear the lane strips that are 1/4" high.

**WEIGHT** - The car weight shall not exceed 5.000 ounces (141.75 grams). An official BSA 5 oz. weight is used as the reference, and all cars must not weigh more than it does. No loose material of any kind is permitted in or on the car. The weight **MUST NOT** be taped on. No liquid weights are permitted inside or attached to the outside of the car body. No weights may be added after the car has raced in the Pack race. Lead weights should be avoided due to the toxicity of lead. The premade metal weights, or steel, brass or tungsten should be used instead. If lead is used it must be under the surface, sealed from touch.

**WHEELS** - All cars must have four official BSA wheels. The shape and form of the wheels must not be modified or reshaped. However, wheels may be cleaned up to remove molding burrs, but only a minimal amount of material may be removed. The embossed “tread” marks on the outer rim must still be visible. You may not remove material from the inside of the wheel. The molded lettering on the inside and outside of the wheel must be intact and visible to the judges. The wheels may be polished if desired. All four wheels must be in contact with a flat surface when the car is placed on it, and all four wheels **MUST** turn when the car is rolled on a flat surface.

**AXLES** - The official kit provides nails for the axles, and you must use the official BSA axles. Wheel bearings, washers, bushings, axle sleeves, and wheel covers are prohibited. The axles may be smoothed and polished if desired. The axles may be glued or clamped to hold them in place in the slots.

**LUBRICATION** - The wheels and axles may be lubricated with any lubricant desired. However, a car that is wet or dripping any oil or excessive amounts of graphite on the track will be disqualified. No additional lubricant may be added after the race starts. If wheel or axle repairs are necessary during the race, the replacement part may be lubricated under the supervision of a race official.

**SPRINGS & THINGS** - The car shall not run or ride on any type of springs. The car must be free-wheeling with no starting devices, magnets or moving weights.

### **Registration Weigh-in and Inspection**

Cars are to be submitted to the registration table during the designated time prior to the race. The scout must be present to register his own car. If the scout is not present during the designated registration time, he cannot race – no exceptions. Family members, den leaders, or friends are not allowed to register a car for the scout.

Each car will be inspected, weighed, registered and assigned a car number then held in the designated pit area until race time.

If a car does not pass inspection, the owner will be informed of the reason and will be given time within the registration period to make adjustment.

Once the car is submitted for entry, no further adjustments can be made except in the case of mechanical failure (see below).

### **Racing**

A scout must be present to race his own car.

The race format has each car run the same number of times in each lane so any difference that may exist in the lanes is averaged out. The schedule is automatically generated and spreads the heats for each racer throughout the race. This keeps the racing fair and keeps the scouts engaged throughout the race. If any *track induced incident* occurs, that heat will be re-run. If a car has a mechanical failure, that heat will not be re-run but the driver will be allowed to try and repair his car for the next race. All repairs of this type must be done with "Track Officials" observing who will certify its race worthiness.

All rulings by "Track Officials" are FINAL!

**Sibling Race** is for family member youth of Cub Scout age that are not Cub Scouts.

**Open Class Racing** is for older youth or adults who want to race for fun or Cub Scout cars that do not qualify or do not adhere to the Cub Scout District Rules above. There will be two categories – those cars that are 5 oz. or less and use only gravity for acceleration and those that do not adhere to these restrictions. All cars Must be judged to be safe by race officials.