



All Racers Welcome!!



2023 Coyote Creek Pinewood Derby Race

Sunday, March 12, 2023
Registration opens @ 10am



Open Challenge to All Coyote Creek Packs
Can you make the fastest Pinewood Derby Car?

** Official BSA Standard Pinewood Derby Rules Apply **

Please help us make this a great event for the Cub Scouts of
Coyote Creek District by becoming a Sponsor.

If you have any questions or are interested
in sponsoring the event, please contact
Monte Crawford (montecrawford@yahoo.com)
Or Wayne Cunningham (condour44@sbcglobal.net)

EASTRIDGE



----- CUT HERE -----

YES! I would like to register one car in the 2023 Coyote Creek District Pinewood Derby

Sunday, March 12, 2023 at Eastridge Center (near Starbucks)

Deliver or Mail to: SVMBC BSA at 970 West Julian Street, San Jose, CA 95126

Online Registration: <https://fs10.formsite.com/svmbc/CCPwoodDerby23/index>



Scout Name: _____ Phone Number: _____ Unit #: _____

Street Address, City, & Zip _____

Rank: Lion _____ Tiger _____ Wolf _____ Bear _____ Web1 _____ Web2 _____ Non-scout _____

Fee: \$10 per race entry for pre-registration or at-the-door. No refunds.

Check (Payable to SVMBC BSA)

Event Code: 811

Cash/Money Order

Credit Card #: _____ Exp: ____/____

The Official Coyote Creek District Pinewood Derby Rules

1 GROUND RULES

- 1.1 Tiger, Cub Scout and WEBELOS races are open to all registered Cub Scouts.
- 1.2 If there is a discrepancy between these rules and the information included in the Official Scout Derby Kit, these rules prevail.
- 1.3 **Cars made for any previous district race may not be raced in the current year's race.**

2 LENGTH, WIDTH AND CLEARANCE

- 2.1 Maximum overall width (including wheels and axles) shall not exceed 2-3/4" (2.750"). The races may use tracks with side barriers, not center strips. Therefore, fenders extending past the wheels run the risk of riding on top of the barrier separating lanes and will greatly slow the car.
- 2.2 Minimum width between wheels shall be 1-3/4" (1.750").
- 2.3 Minimum distance between bottom of car and track shall be 3/8" (0.375"). This distance also applies to any protrusion from the bottom of the car or fenders mounted to the side of the car.
- 2.4 Maximum length shall not exceed 7", including accessories, wheels, etc.
- 2.5 Maximum height from the track shall be 3".
- 2.6 A flat surface or horizontal edge on the front center of each car, at least 1/8" wide, in the region 3/8" to 3/4" above the track (bottom of kit wood block to 3/8" above bottom of the block) with no other protrusions in front must be provided for the starting gate pin to rest against.

3 WEIGHT AND APPEARANCE

- 3.1 Weight shall not exceed 5.0 ounces (141.75 grams). The readings of the Official District Race Scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of other materials provided the weights are securely built into the body or firmly affixed to it (no tape). No loose or liquid materials of any kind are permitted in or on the car.
- 3.2 Only B.S.A. Pinewood Derby Kit, Catalog #17000, #17006 or #17075 may be used and the wooden block provided in these kits must be used as the main body of the car. A molded metal body or a metal body over a wood frame is not permitted. **
- 3.3 Mercury shall not be used. It is a health hazard.
- 3.4 Details such as steering wheel, driver, spoiler, decals, painting, interior and exterior detail are permissible as long as these details do not violate length, width, clearance, and weight specifications.
- 3.5 Cars with wet paint or wet glue will not be accepted. No soft or sticky substances shall be allowed where the starting pin contacts the car.

4 WHEELS AND AXLES

- 4.1 The only wheels and axles allowed are from the B.S.A. Official Pinewood Derby Kits, Catalog #17000, #17006 & #17075 or part replacement kits #17007 & #7609. No other wheels in contact with the track or track walls may be used on the car.
- 4.2 Wheel bearings, spacers or bushings are not allowed.
- 4.3 The car may not ride on any type of springs.
- 4.4 The car must be freewheeling, with no starting device or other propulsion.
- 4.5 **The wheels may not be altered other than smoothing and de-burring.** The tread of the wheel must remain a flat surface that is parallel to the axle. The diameter and the tread width of the wheels cannot be altered. Lightly sanding and/or polishing the tread of the wheel to remove burs will not reduce the diameter or tread width. Decorations, details, tread, or text molded on the front or back of the wheel may not be removed.
- 4.6 **Materials may not be removed or added to the wheels except as stated in 4.5 and 5.1.**
- 4.7 The under side of the axle head may be ground or re-shaped to remove burs. However, **the axle diameter may not be modified.** Simple polishing of the axle will not alter the axle diameter.
- 4.8 No wheel covers (i.e. hubcaps) are permitted.
- 4.9 The wheel axles must use the wheel slots provided in the wooden block. The Official Inspection Team must be able to determine that the wheel slots have been used. Therefore, if the grooves are filled, the area of the filler must be unpainted.
- 4.10 **All wheels must sit flat on a flat surface and roll together when the car is pushed.**

5 LUBRICATION

- 5.1 **Only** dry powdered lubricants such as graphite or the official Pinewood Derby Axle Lube (Catalog #17106) may be used. **Regular oils and silicone sprays are not allowed**
- 5.2 Lubricant "wells" in the body of the car or in the wheels may not be used.
- 5.3 Excessive lubrication is prohibited. It may cause damage to the equipment or floors.

RACE PROCEDURE

- 6.1 Once a car has been approved for racing, the car is checked in and impounded. It may not be handled by the race participant during the competition.
- 6.2 No additional lubricant may be added after the car has been checked in and impounded.
- 6.3 Electronic finishing devices will be used, but the order times are called by the race officials. Their decision is final. Ties are allowed.
- 6.4 If the electronic timing equipment or the track malfunctions, the heat is re-run.
- 6.5 If a car jumps the track, the heat is re-run. If the car jumps the track a second time it is disqualified.
- 6.6 If there is any damage to the car during the competition that would not allow the car to participate in further races, the scout may, at the discretion of the race officials, be given a short time to repair his car.
- 6.7 If a repair involves the replacement of a wheel or axle, the replacement part may be re-lubricated under the supervision of a race official.
- 6.8 Each car will be run at least once in each of the lanes of the track. The order of the winners will be determined by the fastest average time of all races.
- 6.9 Race times will be measured and calculated to the thousandths of a second (millisecond). Ties will be recognized and may result in multiple winners. There will be no runoffs.

7 INSPECTION AND DISPUTES

- 7.1 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 transgression and given an opportunity to modify the car to meet these rules. If the car cannot be modified to meet the rules, at the discretion of the Race Committee, the car may be allowed to run but they cannot win the derby competition.
- 7.2 Any participant (including the parent of a participant) has the right of appeal to the Race Committee for an interpretation of these rules. The Race Committee, will be the final judge of these rules. The Race Committee Chairperson's decision will be final.
- 7.3 Any appeal of a car's compliance with the rules must be presented to the Race Committee prior to competition.