



2017 HORSE-SHOE TRAIL DISTRICT PINWOOD DERBY INVITATIONAL!!

February 8, 2017

Dear Cubmaster and Pack Committee,

The Horseshoe Trail District would like to invite Scouts from your Pack to attend the annual District Pinewood Derby. This is an invitational race for the top three finishers of your local Pack Derby, as well as the winners of your Pack's Car Design Competition.

The race will be held on Saturday April 1, 2017 at J. Edward Mack Scout Reservation. Depending on the weather, the races will take place in either the Main Pavilion, or the Training Center. Please look for the signs as you are coming up the camp road. Weigh-ins and registration will be started at 8:15 am and end by 9:00am. Racing will begin at 9:15am.

Enclosed with this packet you will find a copy of the Car Specifications to be used for the race. These specifications **must** be used to keep an even keel for all racers. The car that is to be entered must be the same car from the local Pack race. No exceptions! Also included is a copy of the Race rules we will use the day of the District event. Design Competition winners will be selected based on popular vote.

Every Scout who enters the race will receive a participant ribbon. There will be trophies presented to the first, second, and third place finishers of both the race and the design competition. To prevent any one Pack from paying the entire cost of the awards we will have a minimal entrance fee of \$20.00 to be paid by each pack. The Horseshoe Trail District also reserves the right to charge an additional fee if we do not receive enough commitments from Packs to cover event expenses. This additional fee will be announced if needed by March 27, 2017.

We are requesting that each Pack have at least one Leader present to volunteer as one of the following Race Officials: Inspectors (2), Judges (4), Pit Master, Starter, Track Master and Track Loader.

[HST District Pinewood Derby: Please register online using the link provided on HST activity page.](#)

Register as a unit online by March 27th,
2017.

2017 HST DISTRICT PINEWOOD DERBY

CAR SPECIFICATIONS

(Race Participants Only!!! These rules do not apply to Design Competition Entries)



- The car must have been made during the current year (the Scouting year in which the derby is held) and must have placed in the top 3 of the Scout's Pack Race.
- The width of the car shall not exceed 2 3/4 inches.
- The length of the car shall not exceed 7 inches.
- The height of the car shall not exceed 4 3/4 inches.
- The weight of the car shall not exceed 5 ounces. The official race scale will be considered final.
- The car must have 1 3/4 inches clearance between the wheels.
- The car must have 3/8 inch clearance underneath the body.
- Axles, wheels, and body wood shall be as provided in the Official BSA kit or colored wheel accessories sold by the Pennsylvania Dutch Council service center or the Scout Stuff online service center.
- Wheel bearings, washers, and bushings are prohibited.
- Wheels **may not** be cut, drilled, beveled or rounded. You may remove the seam from the wheels.
- Axles **may not** be reshaped (filed thinner, or grooved). You may remove burrs.
- Axles **may** be polished and/or lubricated. Only dry lubricants may be used and must not foul the track.
- No coatings other than the dry lubricant may be used.
- The car shall not ride on any kind or type of springs.
- Any details added must be within length, width, and weight limits.
- The car must be freewheeling, with no starting devices.
- No loose materials of any kind (such as lead shot) are allowed in the car.

REMEMBER TO DO YOUR BEST AND HAVE FUN!!

2017 HST DISTRICT PINEWOOD DERBY OFFICIAL RACE RULES

1. All cars must pass inspection to qualify for the race.
2. Once qualified to race **no one** may touch the cars until race time.
3. All Scouts must be present at race time in order to qualify. It is HIGHLY recommended that Scouts be dressed in their Field (Class "A") Uniform.
4. Only race officials may be in the track area all others must remain behind the barrier unless otherwise asked to do so.
5. Racers in each heat will be announced prior to each race.
6. **Race officials** will place the cars on the track (not the Scouts).
7. Once all cars are on the track properly, **the starter** will start the race.
8. The track timer(s) will select the first-, second-, and third place finishers
 - _ The car whose nose is over the finish line first is in first-place.
 - _ The car whose nose is over the finish line second is in second-place.
 - _ The car whose nose is over the finish line third is in third-place.
9. In the event of a tie in the top two places a race off will be run to determine that place finisher.
 - Ex: If a tie for first place:
 - _ All cars in that place race off for that place.
 - _ The top finisher of race off becomes first place overall
 - _ The second place of race off becomes second place overall
10. If a car leaves the track, runs out of its lane, interferes with another car, the contestant is disqualified and automatically loses that race, remaining cars re-race....disqualified car can continue in the next round of heat.
11. If you need a pit stop to continue (**car damages only**)
 - _ An appointed Pit Manager will ensure all specifications are followed.
 - _ You will have 5 minutes to make repairs.
 - _ The car must be in the same condition as when it was submitted including weight.
 - _ **NO IMPROVEMENTS OR OTHER ALTERATIONS CAN BE DONE TO THE CAR.**
 - _ You will need to have your car re-inspected to qualify for further races.
12. Awards will be presented shortly after all racing has been completed. All Scouts are asked to be in attendance.
13. The drivers will report to the "stage" for the awards as their names are called.
14. **Judge's rulings are FINAL!!!**

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