

SUNRISE DISTRICT PINEWOOD DERBY

WHEN: SATURDAY JUNE 10, 2017

TIME: 8:00 AM

LOCATION: LDS PALMS SPRINGS CHURCH
1400 N. CABALLEROS PALM SPRINGS, CA 92262

REGISTRATION FEE: \$5.00 (PAYABLE AT THE EVENT)

AWARDS

SPEED: 1ST, 2ND, AND 3RD PLACE TROPHIES FOR EACH DIVISION.
DESIGN: MOST SCOUT LIKE / MOST PATRIOTIC / BEST PAINT JOB
MOST CREATIVE / FUNNIEST CAR / JUDGES FAVORITE

RACE SCHEDULE:

8:00AM - TRACK OPENS, CAR TUNE-UP AND CHECK-IN

9:00AM - CHECK-IN CLOSES AND 1ST RACES STARTS

3:00PM - AWARD CEREMONY

RACE REGISTRATION FORM (NEEDED AT EVENT)

RACE DIVISION (CIRCLE ONE): *CUB SCOUT *BOY SCOUT *VENTURE *VARSITY *SEA

ENTRANT NAME: _____

UNIT No: _____ CAR NAME: _____

COOL CAR FACTS: (I.E. DESIGN INSPIRATION, COLOR CHOICE, NUMBER CHOICE, SPEED
TRICKS, FAVORITE PART OF BUILDING, NUMBER OF HOURS BUILDING, AKELA HELPER):

CAR INSPECTION CHECK-IN ******(TO BE COMPLETED BY RACE OFFICIAL)

ENTRANT NAME: _____

ENTRY NUMBER: _____ \$5.00 FEE PAID _____

LENGTH WIDTH WHEELS & AXLES WEIGHT & CLEARANCE CHECKED BY:

*ALL CARS MUST COMPLY WITH BSA RULES (SEE REVERSE SIDE) INCLUDING USING BSA
WHEELS AND AXLES. CARS CANNOT EXCEED FIVE OUNCES.

** BSA RULES DO NOT APPLY TO OPEN CLASS RACING, HOWEVER, THE WIDTH BETWEEN THE
WHEELS MUST BE AT LEAST 1-3/4 INCHES AND THE GROUND CLEARANCE BETWEEN THE CAR
AND TRACK MUST BE AT LEAST 3/8 INCHES OR THE CAR WILL NOT BE ABLE TO RACE.



Acct#: 1-6801-316-20

RULES FOR THE CARS

1. **WEIGHT.** EACH CAR MUST WEIGHT 5.0 OUNCES (141.75 GRAMS) MAXIMUM. ANYTHING ADDED TO INCREASE WEIGHT MUST BE FIXED IN PLACE. YOU MAY NOT USE MOVING WEIGHTS OR MERCURY. CARS THAT ARE OVERWEIGHT WILL NOT BE ALLOWED TO RACE, THOUGH SPACE AND SOME TOOLS WILL BE AVAILABLE FOR LAST MINUTE ADJUSTMENTS.
2. **SIZE.** THE CAR MUST BE NO MORE THAN 7 INCHES LONG AND 2-3/4 INCHES WIDE.
3. **OFFICIAL PARTS ONLY.** EACH CAR MUST BE BUILT USING BSA APPROVED PARTS, WOOD, WHEELS AND AXLES.
4. **WHEELS AND AXLES.** THE WHEELS MAYBE BE LIGHTLY SANDED TO SMOOTH OUT MOLD MARKS, ETC., BUT MAY NOT BE NARROWED, GROOVED OR OTHERWISE MODIFIED. THE AXLES MAY BE FILED OR POLISHED TO REMOVE IMPERFECTIONS. WHEEL BEARINGS, WASHERS AND BUSHINGS ARE PROHIBITED. THE CAR MAY NOT RIDE ON SPRINGS.
5. **WHEEL PLACEMENT.** THE WIDTH BETWEEN THE WHEELS MUST BE AT LEAST 1-3/4 INCHES. THE GROUND CLEARANCE BETWEEN THE CAR AND TRACK MUST BE AT LEAST 3/8 INCHES.
6. **LUBRICATION.** ONLY DRY, POWDERED GRAPHITE OR TEFLON MAY BE USED TO LUBRICATE AXLES. NO OIL, SILICONE SPRAY OR OTHER LUBRICANTS ARE ALLOWED. NO GRAPHITE MAY BE APPLIED AFTER THE CAR HAS BEEN INSPECTED.
7. **DETAILING.** COSMETIC DETAILS SUCH AS STEERING WHEELS, DRIVER, PAINT, DECALS AND ETC. ARE ACCEPTABLE PROVIDING THEY DO NOT VIOLATE LENGTH, WIDTH, WEIGHT OR OTHER SPECIFICATIONS. CARS WITH WET PAINT WILL NOT BE ALLOWED TO RACE.
8. **USE ONLY GRAVITY TO PROPEL THE CAR.** THE CAR MUST BE FREE-WHEELING WITH NO STARTING DEVICES.
9. **INSPECTION.** EACH CAR MUST PASS INSPECTION BY THE OFFICIAL RACE COMMITTEE JUDGES BEFORE IT MAY COMPETE. IF A CAR FAILS TO MEET THE RULES, THE ENTRANT WILL BE TOLD WHAT PROBLEMS EXIST AND MAY MODIFY THE CAR TO COMPLY WITH THE RULES. ONCE A CAR HAS BEEN INSPECTED IT WILL BE IMPOUNDED UNTIL AFTER THE DERBY IS COMPLETED. DECISIONS OF THE JUDGES ARE FINAL.

RULES FOR THE RACE

1. GOOD SPORTSMANSHIP! ANYONE NOT DISPLAYING GOOD SPORTSMANSHIP AND GOOD BEHAVIOR MAY BE DISQUALIFIED AND ASKED TO LEAVE.
2. IF A CAR JUMPS THE TRACK OR INTERFERES WITH ANOTHER CAR, THE HEAT WILL BE RERUN. IF IT HAPPENS AGAIN, THE CAR WILL BE BARRED FROM RACING UNTIL REPAIRED. IF THE CAR CANNOT BE REPAIRED WITHIN 5 MINUTES, IT WILL BE ELIMINATED FROM THE RACE.
3. IF A CAR BREAKS DOWN OR LOSES A WHEEL, THE OWNER WILL BE GIVEN 5 MINUTES TO PERFORM REPAIRS AND THE HEAT WILL BE RERUN. IF IT BREAKS DOWN A SECOND TIME OR CANNOT BE REPAIRED WITHIN 5 MINUTES, IT WILL BE ELIMINATED FROM THE RACE.
4. FOLLOWING INSPECTION, A CUB MAY NOT HANDLE HIS CAR AGAIN UNTIL AFTER ALL HIS HEATS HAVE BEEN RUN, EXCEPT TO PERFORM REPAIRS ALLOWED IN THE EVENT OF BREAKDOWN.

TIPS FOR A FUN DAY

1. SMILE! BRING A CAMERA.
2. INCLUDE THE ENTIRE FAMILY, SIBLINGS AND PARENTS CAN RACE THEIR OWN CARS!
3. CHEER FOR YOUR FRIENDS, DEN, LEADERS, SIBLINGS AND PARENTS.
4. BRING SNACKS AND DRINKS.
5. THE "FASTEST CAR" AWARD IS ONLY ONE OF THE AWARDS SO DON'T BE AFRAID TO BE CREATIVE!

