

2010  
Yellow Jacket District



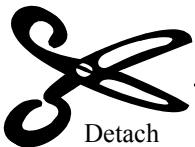
District Championship  
Pinewood Derby

All Cub Scouts Invited

Cost—\$3.00 includes ribbons and prizes

February 20, 2010  
Check-In Begins: 8:30 AM  
Racing 10:00am—2:00pm  
First United Methodist Church Gymnasium

For More Information Call:  
Rodney Brundidge at 706-885-9704  
rodney.brundidge@scouting.org



Detach

and return to Chattahoochee Boy Scouts of America, PO Box 2126, LaGrange, GA 30241

Name of Scout: \_\_\_\_\_ Pack: \_\_\_\_\_ Rank: \_\_\_\_\_

Emergency Phone Number: \_\_\_\_\_ Parent/Guardian: \_\_\_\_\_

**Registration Fee: \$3 if received by February 12th, \$5 if received after February 12th**

You may pay by cash, check, or credit card. Amount Enclosed: \_\_\_\_\_

Circle One: Visa / Mastercard Account Number: \_\_\_\_\_ Exp. Date: \_\_\_\_\_

Cost Center: 103

# 2010 Official District Pinewood Derby Rules

1. All cars must pass Technical Inspection to qualify for the race. The inspection points are as follows:
  - A. The car must have been made during the current Scout Year. (Since August 06) and be made substantially from an official BSA Derby Kit.
  - B. The width of the car shall not exceed 2 3/4 inches.
  - C. The length of the car shall not exceed 7 inches.
  - D. The Wheelbase of the car shall be unaltered. ( 4.5 inches.)
  - E. The weight of the car shall not exceed 5 ounces.
  - F. The car must have 3/8 inch of ground clearance.
  - G. Axles, wheels, and body wood shall be as provided in the BSA kit. Wheels may not be altered and must have "BSA" visible.
  - H. Only dry powdered graphite or silicone may be used on the Axles. No Oil lubricant may be used.
  - I. Wheel bearings, washers, and bushings are prohibited.
  - J. The car shall not ride on any type of springs.
  - K. Any detailing added to the car must be within the size and weight requirement.
  - L. The car must be freewheeling, with no starting devices.
  - M. No loose materials of any car are allowed in the car. Any added weights must be securely affixed to the car
  - N. The assigned number must be clearly visible on the car.
2. The Starter will place the cars on the track. All Drivers must remain behind the barriers.
3. The Starter will start the race.
4. The Finish Line Judge machine will call the order of finish. The car which crosses the finish line first shall be the winner. In the event of a tie or too close to call finish, the heat will be re-run. If after four runs, a clear winner can not be determined, the heat shall be decided by the toss of coin.
5. If a car should leave the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be re-run. If the same car should get into difficulty as described above, on the second run of the same heat, the contestant shall be disqualified and he automatically loses the race. The heat will be run a third time without the disqualified car.