



2020 James H. Obando Pinewood Derby

FEBRUARY 1, 2020

PIEDMONT COMMUNITY CHURCH

9:00 AM

LION & TIGER

10:15 AM

WOLVES

11:30 AM

BEARS

12:45 PM

WEBELOS

Car check-in begins 30 minutes prior to each race

PRACTICE DAY JANUARY 25, 2020

TRY OUT YOUR CAR AGAINST THE COMPETITION!

Drop in 10:00am to 12:00pm

PIEDMONT COMMUNITY CHURCH GYM

1. Classes of competition are based on Cub Scout rank:

Lion & Tiger Cubs (Kindergarten & First Grade), **Wolves** (Second Grade), **Bears** (Third Grade), **Webelos** (Fourth & Fifth Grade)

2. Arrive at the race early. Once your car is ready, take it to the registration table to be weighed and inspected. The race officials decide on whether your car passes inspection. You will have a chance to modify your car and get it re-inspected if the car must be modified to qualify.

Once the car has been qualified for the race, Officials will keep your car until the end of the specified race time. If a car breaks down, jumps off the track, or leaves its lane the heat will be run again. You will have an opportunity to fix any damage if you can do it easily within a reasonable time.

3. Winners will be decided using double elimination heats. Every car will be in at least two heats.

BRING A FRIEND!

Do you know anybody who wants to race but is not a registered Cub Scout? Send them to the Piedmont Council Scout Office and have them register for the race. Registration for non Cub Scouts is \$10.

DON'T MISS THE WORKSHOP DAYS!

1st Workshop - Saturday January 11, 2020 Time: 1:00 - 4:00 pm - Location Upon RSVP Only

2nd Workshop - Saturday January 18, 2020 Time: 1:00 - 4:00 pm - Location Upon RSVP Only

RSVP: piedmontbsa.org/events/pinewood-derby-race-day/

Or email contact@piedmontbsa.org

The Race Needs YOU! *The Pinewood Derby is one of the most popular scouting events of the year. The Derby depends on volunteers to run smoothly (actually, to run at all!). Jobs include publicity, set-up, check-in, clean-up, Pit Crew weighing cars, etc. Most volunteer assignments can be done during the time you would be standing around waiting for your child's race. SIGN UP ONLINE TO HELP: tinyurl.com/pinewoodpiedmont*

READY, SET, WEIGH YOUR CAR, and RACE!

The official scale for weighing cars is available in the Scout Office before race day during the month of January. Extra car kits, supplies and decals are available for purchase at: Scout Office, McCaulou's, and the East Bay Scout Shop in San Leandro. Extra weights will be sold both at Practice and the Derby races. No loaner weights will be available.

PLEASE REVIEW THE RULES, as the decisions of the race officials are final and judges reserve the right to inspect all cars that may have been modified and not in compliance with guidelines before, during, and after competition.

QUESTIONS? Please call the Scout Office at 510-547-4493, or Chairman Rob Kobal, 510-547-4705. **REMEMBER**, the purpose of the Pinewood Derby is to learn good sportsmanship, take pride in your own work, and **MOST IMPORTANTLY, HAVE FUN!**



HINTS

- The official Pinewood Derby Kit comes with all the basic parts you'll need to build your car. It includes the wooden body of the car, four nails to serve as axles and four wheels. Your kit must have the BSA logo on the box. If you lose or damage one of the parts, there are spares available from the Scout Office or your Pack Coordinator.
- Most Cubs (especially the younger ones) will need some adult help in building their car, but they should be encouraged to do as much as possible by themselves. Most of the fun comes from tackling a challenging project. Start early so you have time to enjoy the process and be ready for the practice session!
- Remember to always follow safety rules with all tools. Use tools only with adult supervision. **Remember Safety First !**
- You may use paint and decals to give your car a special design. Any kind of wood paint will work. Also the more you sand your car with fine grade sandpaper, the smoother the paint job will look.
- You may add details such as a steering wheel, driver, spoiler, decals, and tail pipes as long as these details do not exceed the overall length, width and height requirements.
- BSA approved colored wheels, nail axles, flexible weights, and axle guards are acceptable.

IMPORTANT: You may be as creative as you like in designing and building your car, but all cars must comply with the Cub Scout Grand Prix Pinewood Derby Handbook. The rules from the Handbook are summarized in this document. The Handbook also has tips on building your car. An office copy of the Handbook is available for you to review at the Piedmont Council Scout Office (10 Highland Way), or you can purchase a copy of your own.

There are also websites that have tips on building cars but be careful. **Derby rules vary from Council to Council.** Not everything suggested on a website may be permitted in the Handbook. If you have any questions please ask your Pack Pinewood Derby Coordinator or call Rob Kobal, 510-547-4705.



GROUND RULES

1. The Pinewood Derby is open to all boys and girls from Kindergarten through 5th grades.
2. Your car must have been made for this year's race. Last year's cars are not permitted!
3. Store bought or professionally made cars are prohibited. Scouts are encouraged to do most of the work on the car.
4. A Scout who is unable to enter a car in his or her own age group may enter in the older age groups, but not younger. A Scout need not be present to have the car entered; please make arrangements with a friend to check the car in and collect the car at the end of the race.
5. Scouts may only enter one car per day and compete in only one age group per day.
6. There is no room in Scouting for unsportsmanlike conduct. If you cannot act according to the Cub Scout Oath, you will be asked to leave the race.
7. If you have any questions about the rules, call your Pack Pinewood Derby Coordinator or ask at the practice session.
6. Store bought or professionally cut cars are banned.

HINTS

Awards are presented for both creative design and speed.

SPEED: Three most important factors are:

1. Weight—make the car as close to five ounces as possible
2. Friction—polish the axles and lubricate them with powdered graphite to reduce wheel friction
3. Alignment—make sure the wheels are aligned and the car rolls straight when pushed along the floor.

CREATIVITY: Don't forget that there are as many awards for creativity as there are for speed. So have fun creating something unique!



LENGTH, WIDTH, CLEARANCE, AND WEIGHT

1. Maximum overall width (including wheels and axles) 2-3/4"
2. Minimum width between wheels (to clear center strip of track) 1-3/4"
3. Minimum clearance between bottom of car and track 3/8 "
4. Maximum length of the car 7"



NOTE: many blocks are a little more than 7" long when they come out of the box, so you may need to sand a little off to stay under the 7" maximum.

5. The car may not overhang or otherwise be in front of the starting line pins.
6. Wheel base (distance between front and rear axles) no limitation, provided it fits in the sizing box
7. Maximum weight 5 oz

The official weight will be determined using the scale from the Scout Office. Weights can be attached to or built into the car, but these must be firmly in place and not loose. You'll be able to weigh your cars on the official scale at the Scout Office and at the practice session. Try to be close to the 5 oz. weight limit and be sure you can easily remove some of the weights in case your car is a bit too heavy. Don't try to tape or attach your weights to the bottom of the cars, as the racing track has a raised strip down the center. Bottom weights could rub against it and slow or stop the car. Extra weights are available at the practice session or race day for a nominal price.

WHEELS AND AXLES

1. Only the official BSA wheels and axles can be used. **PLEASE NOTE:** Wheels cannot be weighted, shaved, or modified. Wheels can be lightly sanded to take out burrs or ridges, but they cannot be ground down or narrowed. The wheel treads must remain flat and retain their full width.
2. The axles can be sanded or polished but you cannot use wheel bearings, washers, or bushings. After-market axles are NOT allowed. **BSA axle guards ARE allowed.**
3. The car cannot ride on any type of springs.
4. The car must be freewheeling with no starting device or other propulsion.



LUBRICATION

1. Only dry powdered lubricants, such as graphite, may be used. (Regular oils and silicone sprays may soften the plastic wheels).
2. Cars may be lubricated before inspection at check in, but no further lubrication will be allowed after check-in.

PINEWOOD DERBY COORDINATORS

Derby Chairman: Rob Kobal 510-547-4705 piedmontpinewoodderby@gmail.com

Pack 3 Havens: Erin Ashton 925-212-7164 erincashton@gmail.com

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