

Massasoit District PINEWOOD DERBY

When: Saturday, April 11, 2020

Where: Luther Burbank Middle School

1 Hollywood Dr

Lancaster, MA 01523

Who: Top 4 Finishers from Each Pack (Tiger to Arrow of

Light) and Top Lion

Open Derby: We will host an open derby for friends

and family members who wish to

compete.

Fees: Scouts: \$10.00 Open Derby: \$10.00

Registration: Racers are asked to pre-register using

attached form or on-line at Heart of New

England Council. Click on Massasoit Pinewood Derby in list of events.

Doors Open at 8:30 AM Racing Begins at 9:30 AM





Unit#

Massasoit District Pinewood Derby

April 11, 2020

Luther Burbank Middle School 1 Hollywood Dr Lancaster, MA 01523 For any questions, or if you want to volunteer, contact:

Brian P. Donelan
(mr.dangersr@gmail.com)

OR

Rob Kosman
(namsok.r@gmail.com)

Registration Deadline: We ask that all units complete registration by **Friday**, **April 3**, **2020**. Please fill out and submit this form to the Council office, or register online at the Council website to ensure your units space for this exciting event! This will help the team with planning that sufficient supplies are available for all participating Scouts.

Town:

	Phone:		Email:
	Racer Registration		
Scout Name	Rank	C	Car Name
			_
	Lion		
Total Scouts		@ \$10.00 EA	
ı		J	
Name	Age	Car Name	
Total Open		@ \$10.00 EA	
P	4		
	Total Scouts Name	Scout Name Rank Lion Name Age	Racer Registration Scout Name Rank C Lion Total Scouts Name Age C Age C

PAYMENT OPTIONS

☐ Register & Pay Online	☐ Register & Pay By Mail	
☐ Pay from Unit Account at Council Office Troop / Pack / Crew Unit #	Check Payable to: Heart of New England Council	
Authorized Signature:	Mail Payment & Registration to:	
Name & Position:	Heart of New England Council 1980 Lunenburg Road Lancaster, MA 01523 ATTN: Massasoit Pinewood Derby 2020	
Phone #:		
☐ Pay By Credit Card		
Call Council Service Center: 978.534.3532		
Email Registration Form to: hne@scouting.org Write - Massasoit/Wachusett Klondike 2020 in the subject line		



Massasoit District Pinewood Derby Rules



The most important rule of the Pinewood Derby is to HAVE FUN! The second most important rule is to show GOOD SPORTSMANSHIP to all racers.

General Rules

- 1. Once a car passes inspection and is entered into the race, only race committee members may touch it.
- 2. If the car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make repairs.
- 3. Each car must pass inspection by the official inspection committee before it will be allowed to compete.
- 4. The Inspection Committee has the responsibility to disqualify those cars that do not meet these rules.
- 5. Un-Scout-like and unsportsmanlike conduct by any participant, or spectator, is grounds for disqualification and expulsion from the competition and event area.

Derby Car Dimensions

- 1. The overall length of the car shall not exceed 7 inches.
- 2. The overall width of the car shall not exceed 2 3/4 inches.
- 3. The car must have 1 3/4" clearance between the wheels.
- 4. The car must have 3/8" clearance underneath the body so it does not rub on the track.

Derby Car Weight

- 1. The car shall not exceed 5.0 ounces.
- 2. The official race scale that is used at car check-in shall be considered final.

Derby Car Modifications

- 1. The official pine wood block must be used. The block may be shaped in any way that is desired.
- 2. Official BSA wheels must be used. The wheels may not be cut, drilled, beveled or rounded. You may remove the seams and imperfections from the wheels.
- 3. The axles which came with the kit must be used; they may be polished and lubricated.

Axle Lubrication

1. Only dry powder graphite may be used as a lubricant; other lubricants such as oils, Teflon sprays, and silicone sprays are prohibited.

- 2. Cars may not be disassembled (i.e. wheels removed) during lubrication. Once a car has been inspected no further lubrication will be permitted. No graphite may be applied after inspection or during races. There will be no lubrication between rounds.
- 3. Cars must be lubricated before inspection no lubrication will be allowed at venue.

Race Day Rules

- 1. Races will be in form of mixed Heats and will begin at 9:30AM.
- 2. Only Race Officials {the "Pit Crew"} and scouts who are currently racing will be permitted into the track area. No one else is allowed unless approved by the Race Activity Workgroup.
- 3. If a car jumps off the track, that heat will be run again. If it consistently jumps off the track, and deemed to have a mechanical problem, the problem will be dealt with accordingly.
- 4. If a car interferes with another car, that heat will be run again.
- 5. If a car suffers a mechanical problem (i.e. it loses an axle or breaks a wheel), a reasonable amount of time, as determined by the Race Activity Workgroup, will be allotted for repairs, and the heat where the failure occurred will be run again. This time may not be used to apply lubrication .
- 6. An electronic finish line will be used, and it will determine the winner of each race. Human judges will watch each race for any track or car malfunctions, but will not decide the winner.
- 7. Race format will be determined by the Race Activity Workgroup and published prior to the event.
- 8. Individual trophies will be awarded to the top two finishers in each rank, and a District Trophy will be presented to the Cub Pack with the fastest car.