



Pack 73 Pinewood Derby '09 is Jan 30st, 31st '09

(updated 1/20/09)

- Weigh-in:** **First United Methodist Church** on Friday Evening, 1/30/09
- Tigers-Wolves-Bears Starting @ 7:00 pm - 8:30 pm
- Webelos starting @ 7:30 pm - 8:30 pm
- Derby:** Saturday, 1/31/09 @ **First United Methodist Church**
- **Arrive by 7:15 am**
- **Racing Begins 7:30 Sharp**
- Location:** Friday Weigh-in: South Church
Saturday Race: **First United Methodist Church (57 Peters St, N Andover)**

News Qs & As:

- **You can help** - Helping with the PWD is a very rewarding experience. Plus, we need you!
 - Contact Phil Stack <philshen@comcast.net>
 - Tracke Set up
 - Weigh-in / Inspection
 - Pit Boss / Crew
 - Cleanup
- Cars may not exceed 5.5 inches of height!
- Please read all rules especially regarding inspection section 1.
- Try to have your scout do as much of the work on the car as possible.
- Additional Derby Car Kits can be available (locally) from the Pack for \$4.00
- We need volunteers for running the derby – referees to concessions to activities
- Use this URL to a helpful design worksheet www.andoverpack73.org/Documents/P73-PWD_Worksheet.pdf

Weigh in: Note location and the staggered weigh in times by rank. Bring your own tools and quick drying glue for last minute modifications (add/remove weight, Graphite, fixing loose objects...). Make sure you know the approximate weight of the car before weigh-in Friday evening.

Family Derby: During trophy determination we will have a Family Derby (parents, siblings, friends). Inspection and racing rules are the same as the scouts. Extra car kits are available locally from the Pack.

District Derby: YCC North Essex District PWD Derby, March 14th 2009

Tire Warehouse stickers. We believe that Tire Warehouse will again be supporting the District PWD with Savings bonds for various scout race results. A requirement to be eligible for these awards is a tire warehouse sticker visible on the car during the race. A sheet of stickers is included with your car.

PWD web resource URLs:

This Document	http://www.andoverpack73.org/Documents/P73-PWD_2009_FYI.pdf
Design Worksheet	http://www.andoverpack73.org/Documents/P73-PWD_Worksheet.pdf
Derby Talk Forums	http://www.derbytalk.com/index.php
Maximum Velocity Car Guide	http://www.andoverpack73.org/Documents/PWDMaxVelocityCarGuide.pdf
Maximum Velocity!	http://www.maximum-velocity.com
The Ultimate PWD Site	http://www.maximum-velocity.com/more_speed_tips.htm
Pinewood Derby Car Design	http://members.aol.com/StandCmr/pwdesign.html
How To Improve A PWD Car	http://members.aol.com/StanDCmr/scfair.html
Link to Links: Best on the Web!	http://www.geocities.com/~pack215/pwd-pwdsites.html

Pack 73, 2009 Pinewood Derby Rules (updated 11/12/08 DCS)

Examine these rules during construction and before Weigh-in to determine compliance.
Note particularly (1.2.3) maximum height 5.5 inches and (1.3.3) no wheel base modifications.

For Scouts - Rules in a Nutshell *

- Be creative and have fun!
- You must make the car this year and anything on it can't fall off
- You must use only official BSA wheels, axles and body
- Your car must fit completely inside a box that is 2.75" wide x 7" long x 5.5" tall
- The car and everything on it can not weigh more than 5oz
- Try to keep the bottom of the car flat and a flat spot at the nose
- You must use the slots of the kit to position the wheels and you can't change the wheel shape too much
- **The rules below are Official**

Official Rules - The Fine Print (for Partners, Officials and Scouts) *

1 Inspection: Pack 73 and Yankee Clipper Council North Essex District Rules

1.1 General

- .1 The car and all components must have been made or worked for this current year
- .2 Only an official Pinewood Derby Kit: Axles, wheels, body wood or official BSA replacements may be used
- .3 Cars will be impounded after inspection until the race is over
- .4 Weights and decoration must be attached in a durable (e.g. no tape) fashion to prevent race debris
- .5 Bottom of car should be free of protrusions. Our braking system depends on a flat undercarriage.

1.2 Weights and Measures

- .1 Maximum weight 5.0 oz. (Derby scale at inspection)
- .2 Maximum width 2.75 inches
- .3 Maximum height 5.5 inches
- .4 Maximum length 7 inches
- .5 Minimum space of 1.75 inches between inside rim of wheels
- .6 Minimum clearance of 3/8-inch from bottom of car to ground
- .7 Minimum of 1/4 inch flat spot on nose to rest against starting pin

1.3 Prohibitions

- .1 Wheel bearings, washers and bushings are prohibited
- .2 The car must be freewheeling, gravity powered, with no starting devices
- .3 Wheel base can not be altered from what is provided in kit (slots in wood)
- .4 No hub caps of any kind

1.4 Allowable Modifications and Provisos

- .1 Wheels may be sanded smooth, but must be flat (not rounded, pointed or significantly altered in shape)
- .2 Lubricating graphite may be added to wheels and axles prior to vehicle impounding

2 Racing: Racing rules apply to Pack 73 only

2.1 Officiating

- .1 The Official's decisions are final. Every effort will be made to decide in favor of a good race
- .2 Referees may choose to consult others if necessary to arrive at fair and equitable decision
- .3 Track officials will ensure track readiness and that all cars are on the track properly

2.2 Derby, Every car races in every lane (4 lanes)

- .1 Only cars having passed inspection will be allowed to race
- .2 A heat is one or more cars racing, ending without objections, fouls or mishaps, in recordable results
- .3 Proxy racing will be allowed for scouts unable to attend
- .4 For each heat, its racers and the winner will be announced
- .5 Recorded results are final, unless the referee determines that a rerun will clear an objection

2.3 Mishaps, Repairs, Fouls and Other Errors

- .1 Mishaps: "Sudden departures from expected course of events"
- .2 Non-Interfering mishaps: other car's performances were not affected, referee's call
 - .1 If a car fails to cross the finish line due to mishap, that heat will be rerun
 - .2 There is a limit of one retry per car per heat, after the 2nd it will be eliminated from the heat
- .3 Interfering mishaps: other cars or heat results are affected, referee's call
 - .1 If a car interferes with the running of other cars for any reason, that heat will be rerun
 - .2 There is a limit of one retry per car per heat, after the 2nd it will be eliminated from the heat.
- .4 Sadly, two interfering heats will cause the offending car to be eliminated from further heats
- .5 Repairs
 - .1 A car involved in a mishap either interfering or non-interfering must be examined for repair
 - .2 Scouts and an adult helper will be given five minutes to repair car
 - .4 Graphite may be reapplied to repaired area only
 - .5 Officials are not allowed to help unless it is their scout's car
 - .6 A repaired car must be deemed race worthy to continue
- .6 Errors: Computer, Facility or Procedural
 - .1 At the referee's discretion, the heat will be rerun, or appropriate fair remedies will be applied

2.4 Results and YCC North Essex District Derby Qualification

- .1 Scouts run their cars to determine 1st, 2nd and 3rd place by rank and pack
- .2 Places will be determined in the same manner for all cars, by run times
- .3 The top 4 cars in each rank; Tiger, Wolf, Bear and Webelos, qualify for pack payment of District Derby Fee

*Derby organizers reserve the right to make sensible modifications to the rules as required or for clarification.