

YCCNE District Pinewood Derby March 10th 2007 (updated 2/11/07)

When: March 10, 2007, 9AM

Where: [SOUTH SCHOOL Cafeteria, 55 Woburn St, Andover MA](#)
9AM-10AM Registration, Inspection and Weigh-in
10AM-1PM Derby

Info: **Open registration. Any scout racer may come. Prior unit inspection required**
Cost is \$6 Scout cash/check at the door
Concessions will be available (coffee, food, snacks etc...)
Web: www.andoverpack73.org/pwd-yccne, email pwd-yccne@andoverpack73.org

News/Questions/Answers:

- **Do I need to let the PWD-YCCNE organizer know how many scouts will attend from my pack?**

It will be very helpful to have an pack attendance approximation, just a count will do.

Why? So that we can scale our effort accordingly (activities/concessions etc), A derby of 80 v. 120 makes a difference to us. please email the PWD-YCCNE@andoverpack73.org address with your best estimate of racing scouts attending

- **Our pack does not have its own derby or it's after 3/10, can our scouts still race in the YCCNE District Derby? Provided that all Scout's cars have previously passed a pack weigh-in/inspection process, yes.**

Why? It's important that we begin racing as soon as possible (10 am). One of most constricting bottlenecks is the weigh-in / inspection / registration process. By requiring that scout's cars racing in the district PWD have previously passed a pack level inspection we improve the likelihood that our process runs smoothly and quickly. No one relishes the thought of major car modifications in the short time we have for registration. Your unit is helping to insure your scouts and parents have an enjoyable derby experience. We can advise you on how to achieve your pack derby inspection. It's really not that hard. Please refer to the attachment particularly section 1 for inspection requirements.

- **What does the registration fee cover?**

Facility rental, supplies, equipment, awards etc... For many years the fee has been \$5 pre-registration and \$7 at the door.

What it doesn't cover: Use of the derby track, computers and equipment provided by team leaders, many many hours of volunteer effort.

- **What scale are you using?**

The official derby scale is a My Weigh, i500. Regrettably we can not loan it out. Its accuracy is +/- 0.1g / 0.005oz. On derby morning its word is final. No cars over 5oz on this scale may compete. Scouts may remove weight. Cars under 5oz will be accepted and impounded.

- **Cars may not exceed 5.5 inches of height! New track & hardware requires a maximum height limit.**

- **We need volunteers for running the derby – officials, activities, referees and planning**

If you or someone you know would like to get involved or provide equipment please email pwd-yccne@andoverpack73.org

- **Anything Else?**

Yes! We will have Lone Tree Scout Reservation Summer Camp representatives on hand to answer any summer camp questions. Look for other District illuminaries too.

YCCNE District Pinewood Derby Philosophy:

The District Pinewood Derby is a Scouting event. Our goal is lots of direct scout and parent participation. Our plan is for everyone to be so busy with derby related activities "earning" their participation award that the time will fly by. Pinewood Derby's can be competitive and fun, gathering scouts together from across the district. I look forward to seeing you there. With your help we can have a great scouting event. **David Schuh, YCCNE District Pinewood Derby Organizer**

Pack Leaders:

We have an exciting District Derby planned this year. Answers to several recent questions are in the News Section. Official rules are below, for your pack and scouts the most important is **Section 1 "Inspection"**. If these rules are different from those in your local derby that's OK but...**all cars racing in the YCCNE District Derby must comply with Section 1**. As in the past years this District Derby will be open registration.

Registration/Inspection:

Scouts participating in the District Derby must have passed a "local" inspection process. Measurements are easy, however, scales do vary and the new track has some special requirements (Please note the fine print rules below). Scouts should bring their own tools and quick drying glue for last minute modifications (add/remove weight, Graphite, fixing loose objects...). A table and a few appropriate tools will be provided.

PWD web resource URLs:

This Document http://www.andoverpack73.org/pwd-yccne/PWD-YCCNE_2007_FY1.pdf

Design Worksheet http://www.andoverpack73.org/pwd-yccne/PWD-YCCNE_car_design.pdf

Derby Talk Forums <http://www.derbytalk.com/index.php>

Pinewood Derby Car Design

<http://members.aol.com/StandCmr/pwdesign.html>

Maximum Velocity! <http://www.maximum-velocity.com>

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>

Yankee Clipper Council–North Essex District '07 Pinewood Derby Rules (update 2/2/07 DCS)

Examine these rules during construction and before Weigh-in to determine compliance.

Note particularly (1.3.4), no wheel base modifications and (1.2.3) maximum height 5.5 inches.

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 to much
- **The rules below are Official**

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

1 Inspection: Yankee Clipper Council North Essex District Rules

1.1 General

- .1 The car and all components must have been made for this current year
- .2 Axles, wheels, body wood shall be as provided in kit from Pack or official BSA replacements
- .3 Cars will be impounded after inspection until the race is over
- .4 Weights and decoration must be attached in a durable (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)
- .2 Maximum width 2.75 inches
- .3 Maximum height 5.5 inches
- .4 Maximum length 7 inches
- .5 Minimum 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 only prior to vehicle impounding

2 Racing: YCCNE Derby

2.1 Officiation

- .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

- .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

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