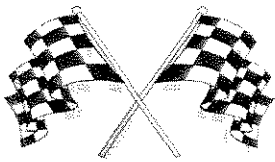




GRAYBACK DISTRICT Pinewood Derby

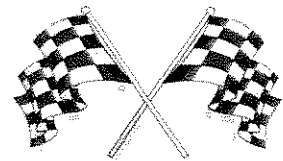
California Inland Empire Council Boy Scouts of America

Saturday May 7th, 2011



Redlands Ford

1121 W. Colton Avenue Redlands, CA



9:00 a.m. Car Registration Check-in

11:00 a.m. Racing Begins

**Open to 1st, 2nd & 3rd place winners of each
Cub Scout rank from each pack

**Scout must be present to race and in uniform

Trophies and Patches to winners

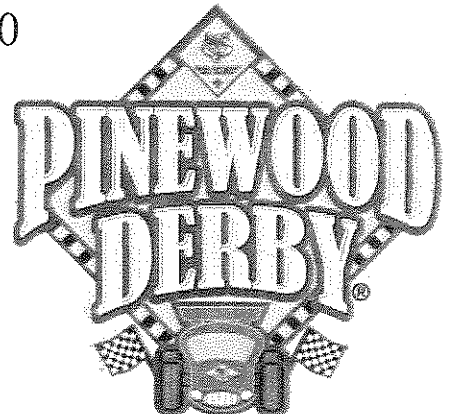
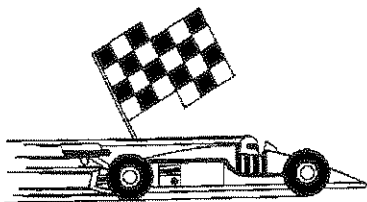
Sponsored by:

Redlands Ford

Redlands Masonic Lodge #300

SMS Security

For additional Information, please contact:
Clem Hudson: 909/797-5558



Grayback District Pinewood Derby

Official Rules 2010



I. Inspection of Cars Prior to Race

1. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
2. The overall length of the car shall not exceed 7 inches.
3. The overall width of the car shall not exceed 2 3/4 inches.
4. The car must have 1 3/4" clearance between the wheels.
5. The car must have 3/8" clearance underneath the body.
6. The wood provided in the Official BSA kit must be used. The block may be shaped any way desired.
7. The wheels provided in the Official BSA kit must be used. The wheels may not be cut, shaved, drilled, beveled or rounded. You may remove the seam from the wheels. The words BSA must appear on wheels.
8. The axles provided in the Official BSA kit must be used. They may be polished or lubricated.
9. Wheel bearings, washers or brushings are prohibited.
10. The car must not ride on any type of springs.
11. The car must be freewheeling, with no starting devices.
12. No loose material of any kind, such as lead shot, may be used.

Each car must pass inspection by the official inspection committee before it will be allowed to compete. The inspection Committee has the responsibility to disqualify those cars that do not meet these specifica-

II. Conduct of Pinewood Derby Race

1. The car body shall not have any moving parts.
2. If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
3. If a car leaves its lane, the track chairman may inspect the track and if track fault is found which probably caused the initial violation, the track chairman may order the race to be reran after the track is repaired.
4. If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
5. If, during a race, a car leaves its lane and, in so doing, interferes with another car, then the car at fault shall be declared to have lost the race heat.
6. Construction of ALL entries MUST have begun AFTER last years race.
7. Only one car may be registered per scout.
8. Only dry lubricants such as graphite may be used. Race Official to apply graphite to cars prior to race heats.
9. Details such as the steering wheel, driver decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width and weight specifications.

