

Eighth Annual Iron Horse District Pinewood Derby

March 23, 2019, Approx. 9:30am-12:00pm

Stonebriar Mall in Frisco, TX

INSPECTION & CHECK IN

Friday March 22, 7:00pm – 8:30pm

***Stonebriar Mall
Frisco, TX***

DERBY RACES

Saturday March 23, 9:30am – 12:00pm

***Stonebriar Mall
Frisco, TX***

Iron Horse District Finals

- Registration is by Pack for 3 racers and 2 alternates -- \$25.00 to enter
- Only units in Iron Horse District are eligible for the District Invitational Race
- Each team **MUST** have 3 racers competing, or they will be moved to the Open Race
- Pack registrations must be made by a registered pack contact in CampMaster.

Awards presented: Fastest Pack & Fastest Individual Racers

Iron Horse Open Race

- Registration is open to individual scouts only -- \$6.00 to enter
- Open to all Scouts not participating in the District Finals
- Alternates for the District Finals are automatically entered in the Open Race
- Racers from units outside Iron Horse District are welcome to participate
- Limited to the first 50 registrants

Awards presented: Fastest Individual Racers, and for Best Design & Style

Iron Horse Outlaw Race

- Registration is for individual scouts and/or family members -- \$6.00 to enter
- Open to anyone not participating in the District Finals or Open Race
- Limited to the first 25 registrants
- This race may include racers whose cars did not conform to the posted race rules for the Pack and Open races.

Awards presented: Stone Cold Bragging Rights.

RACE RULES WILL BE STRICTLY ENFORCES, PLEASE READ THEM CAREFULLY.

If you have any questions, please email franc@imoses.com

Registration for all races will open on February 1st, 2019

Payment is due at registration

<https://circle10.camp-master.com>

IRON HORSE PINEWOOD DERBY INFORMATION

OVERVIEW

- District Finals - Each Pack may submit a team of three racers, plus two alternates
- Open Race - For Scouts that came close, want to try again, or just love to race their cars
- Outlaw Race - For Scouts and family members, or for cars that aren't quite "street legal"

In all races the invitation is for the Cub Scout, not their winning car. The car cannot race without the scout present. Scouts are welcome to race their current car from this year's pack race as is, or make improvements of any kind as long as they comply with the District Pinewood Derby Rules and Regulations. The scout is also welcome to build an entirely new car to race at the District Finals. Prior year cars may not be raced, except in the Outlaw Race.

As always, cars MUST be built by Scouts, not adults. Please work together with your Scouts and offer assistance, letting them design, sand, assemble and paint their derby cars to the best of their ability. Parents should take full responsibility for the use of any power tools. This is a chance for your Scout to be part of a team, and to enjoy the spirit of friendly competition with his peers.

LOCATION

This year's event will be held at Stonebriar Mall in Frisco, Texas. All participants (and parents!) are expected to display good sportsmanship and Cub Scout character. Please be sure to present a good image for Scouting in our community. As always, the emphasis is for the Scouts to have FUN!

REGISTRATION PROCESS

Pack entries for the District Finals should be done by a designated unit leader. Scouts registering in the Open or Outlaw races may register individually. Please enter online by the stated deadline, and note the dates and times for check-in shown above.

CHECK-IN PROCESS

Cars will check-in on Friday night to be weighed, inspected, and registered. If the car does not pass inspection for any reason, racers will have until the end of Check-In to correct or repair the car. Cars which cannot pass inspection will be moved to the Outlaw race. We will make every effort to allow a car to race, within the rules.

- No tools will be available at Check-In; bring anything you may need.
- Cars must weigh no more than **141.7 grams (5.0 oz)** on the official race scale.
- After check-in, cars will be quarantined by the pit crew until after the races are completed.

We will make every effort to allow a Scout to race, but Race Officials have the final say on car eligibility.

RACE FORMAT

Each car will race six times, once in each lane of the track with digital timing equipment. We will drop the lowest score and then average the remaining five, giving the overall speed for that car. Winners will be ranked according to this overall speed. The derby software will manage race results, but the Race Official's decisions will be final.

Only the Race Officials and the volunteer Pit Crew will be allowed to handle the cars during the races. Cars will be selected by random means and run based on the total number of entrants. We encourage Scouts to remain near the races to cheer for others in their Pack.

OFFICIAL RULES & REGULATIONS – DISTRICT FINALS / OPEN RACE

REQUIREMENTS

- 1) Cars must be made by the Scout in the current year.
- 2) Dimensions of the car shall not exceed **7" length x 4" height x 2³/₄" width** including the wheels. Wheels must be at least **1 5/8"** apart, with track clearance at least **3/8"** under the car. Adding fenders or parts to the sides is fine, so long as they don't exceed the maximum width.
- 3) The weight of the car shall not exceed **141.7 grams (5.0 oz)** on the official race scales.
- 4) Scouts may sand and polish their own wheels and axles. New axle holes and differing wheel bases are allowed. The car **MUST** be freewheeling.
- 5) The front of the car must have a **FLAT** edge to accommodate the starting post. No part of the car may extend past the starting post. No car may ride on any kind of spring or use a starting device.

PROHIBITED

- 1) Wheel bearings, washers, bushings, or hubcaps are not allowed. Grooved or machined axles and wheels are prohibited.
- 2) Wheels that have been rounded, thinned, wafered, machined, weight reduced, or otherwise modified will not be allowed. Rough edges and mold marks may be removed, and the wheels may be polished. Coned hubs are allowed. The beading must be intact.
Wheels modified beyond what a Scout can do WILL NOT BE ALLOWED TO RACE.
- 3) No canted axles. All four wheels must **TOUCH** and **ROLL FLAT** on the track.
- 4) Axles may be lubricated with **dry lubricants** only, such as graphite. All lubricants must stay on the car and must not foul the track. **Oil based or liquid lubricants are prohibited.**
- 5) Only BSA official parts are permitted. No parts manufactured, modified or machined by any third party are allowed.
- 6) Replacement wheels for color/style are allowed, but they **MUST** be official BSA wheels with the stamping clearly visible. Packaging should include the official BSA marks.

RACE RULES

- 1) Once the car has been weighed and inspected, the car will be placed on a table to await the start of the race. Only the designated Pit Crew may handle the cars until after the race. No further modifications can be made to the car. If Race Officials see a problem, it is at their discretion to ask the Scout to correct it. Every attempt will be made to allow each Scout to race.
- 2) Each heat will be announced. The Pit Crew will make sure the cars are on the track properly.
- 3) Cars with loose parts must remove them or the car will not be able to race. Cars that cannot stay on the track or which might pose a hazard to other cars will not be able to race.
- 4) If a rule violation is suspected at any time, the car will be examined by Race Officials, which may include removal of axles or wheels for inspection if required. Race Officials may disqualify cars that do not comply with the rules, or may move the car to the Outlaw Race at their discretion.

OFFICIAL RULES & REGULATIONS – OUTLAW RACE

The Outlaw Race is for cars that do not meet the stated race rules. Rule deviations may be on purpose, or because the car was entered in the District Finals or Open Race but was unable to pass inspection.

OUTLAW RACE – RULES

No oils or wet lubricants. No pyrotechnics, pressurized air or fluids. No internal combustion engines. No device that is not part of the car may be used to propel the car or pull the car across the finish line (i.e. slingshot or bungee type devices). Keep in mind the car must fit on the track so please review width and clearance limits above.

OUTLAW RACE – PROHIBITED ITEMS

Flammable liquids, rocket engines, Nitrous-Oxide equipment, nuclear-based power cells and/or energy sources, dilithium crystals, vespene gas, Kryptonite, cars that deploy parachutes to slow down, steam or coal engines, cars requiring an oil change, flux capacitors, lead-based paints, and the use of any equipment patented by NASA or the Acme Corporation.

In short, (almost) anything goes!

FAQs

Q: If I register 5 Scouts for the District Invitational Race how many get to race?

A: All 5 will race if present. Three Scouts from each pack may race in the District Invitational Race, the alternates will be entered in the Open Race to compete as individuals. The alternate slots are to allow for different Scouts to attend due to scheduling or other conflicts.

Q: If an Arrow of Light / Webelos II Scout is one of our Pack's top 3 finishers, and they cross over in February are they still allowed to enter the race?

A: Yes.

Q: My Pack's race rules are different; can the Scout still race the same car?

A: The Regulations for the District Race are as provided above. As long as the Car meets those regulations it can race, otherwise it will need to be modified or be moved into the Outlaw Race. For simplicity, we recommend that all Packs work to mirror their rules with the District Race.

Q: Can my Scout race in multiple races?

A: No, only one race per Scout.

Q: How can I register for the race?

A: Registration is handled through Circle Ten Council's official CampMaster site. Payment is due at the time of registration. <https://circle10.camp-master.com>

Please review the following statement with your Scout:

In every competition there are winners and losers. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Winning a car race does not make you a good Scout. A good Scout does not brag or gloat when they win, and they do not act jealous or bitter when they lose. A good Scout must be able to say "I did my best" and be proud of their effort. After all, this is the "fun" part of Scouting, enjoy it!

If you have any questions please email franc@imoses.com as soon as possible.

Don't wait until the last minute! 😊