





Hetuck District 2023 Pinewood Derby

Saturday April 29, 2023

Crosspoint United Methodist Church

687 Portage St NW, Massillon, OH 44646



The top three scouts from each pack's rank-level pinewood derby races are invited to compete in the Hetuck District Pinewood Derby.

If someone in the top three cannot make it to the race then any scout from that rank can fill in for the scout. This substitution can happen even on the day of the race.

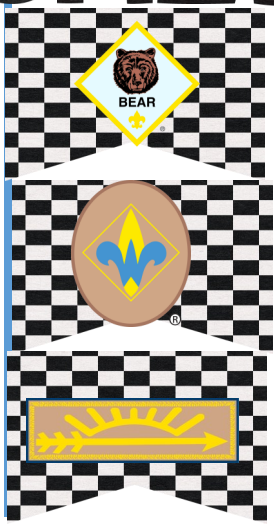
RACE SCHEDULE



Lions
Check-In: 9:00am
Race: 9:15am

Tigers
Check-In: 9:30am
Race: 9:45am

Wolves
Check-In: 10:00am
Race: 10:15am



Bears
Check-In: 10:30am
Race: 10:45am

Webelos
Check-In: 11:00am
Race: 11:15am

Arrow of Light
Check-In: 11:30am
Race: 11:45am









Questions? Contact Steve Walker at 919-880-9990 or 303stevewalker@gmail.com.

Official Rules

Not all Pinewood Derby Rules are the same, so please read all the rules. NEVER assume anything.

- Cars must have been constructed in the 2022-2023 Scout Year. Parts made in previous years may not be used.
- Car width shall not exceed 2 ¾". Car length shall not exceed 7". Car weight shall not exceed 5 oz.
- Car height may not exceed 5 inches. Car width between wheels must be at least 1 ¾", so the car can fit on the center guide. Extended wheel base is NOT permitted for the Cub Speed Race.
- 4 ½ inches is the maximum distance between front and rear axles for the Cub Speed Race.
- Use of axle slots is NOT a requirement. There is no minimum distance requirement between axles.
- Car bottom clearance between car and track surface must be at least 3/8". Recess the weights if on the bottom of the car. Do not use axle guards because they may violate the 3/8 inch clearance under the car rule.
- Car is required to have at least 3 wheels. Car may ride on 3 wheels. One wheel is allowed not to touch.
- The only lubricant permitted is powered graphite. NO other lubricants are permitted. Wet lubricant will damage the track.
- After the car goes to the Pit area, NO more graphite can be added to any car at any time. No adding graphite between races.
- Must use BSA wheels, BSA axles, and BSA car body.
- One piece axles are discouraged as they are slow and cause problems.
- The wheel's tread area must remain flat (parallel) to the wheel's hub and cannot be altered, but light sanding is permitted.
- All parts and weights must be secured to car. Any parts or weight that falls off the car during the race stays off for the duration of the race.
- No liquid mercury may be used.
- Wheel bearings, washers, and bushings are prohibited. Washers may be used as weight as long as they do not touch the wheel.
- The car shall not ride on springs. No wheel covers or hubcaps.
- Details, such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width, height, and weight specifications.
- The car must be free-wheeling, with no starting devices, magnets, slip weights, or adhesives.
- All parts of the car must rest behind the car side of the starting post. The front part of the car which will rest on the starting post must be at least ¼ inch wide and not pointed. Cars with pointed front ends may result in a delay of the car being detected.
- Each car must pass inspection by the official Inspection Committee before it may compete.
- If, at check-in, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official check-in time period to make the adjustment.
- Scouts and their parents/guardians are responsible for making any changes necessary for a car to pass check-in and weigh-in.
- A car is NOT declared as passing any part of the inspection until it has passed all of the inspected areas at one time.
- It is the responsibility of the Scout and their parent/guardian to make sure their car is facing the proper direction on the track at the starting line and that their car is placed on the proper lane. Any problem must be immediately addressed before that race begins.
- The finishing order determined by the finish line will stand as the official results.
- If a car jumps the track and interferes with the other cars, then the heat will be rerun only once. The second time the car jumps the track in that heat then the car is disqualified.
- Cars that don't pass inspection may be allowed to race, but they will not be eligible for prizes.