

If there are any question with respect to the above rules, please contact Eric Dippon (847-507-3123) or Ronn Claussen (847-985-0402) the 2008 Pathfinder District Pinewood Derby Co-Chairpersons prior to handing out your Pinewood Derby kits to your pack. We suggest that you duplicate the rules and regulation sheets and hand them out to your pack along with the Pinewood Derby kits so that the parents will know the district rules prior to your individual races. The district rules do not apply to the individual packs' Pinewood Derby rules and regulations and are provided as a guideline only for the packs. If there are any suggestions, please place them in writing and submit them to Eric or Ronn.

## SPORTSMANSHIP

Racing requires participants to learn two main things: the craft skills necessary to make your car and the rules that must be followed. There is also a third part to competition that's very important --- sportsmanship. This has to do with how you act and behave while participating in the derby.

The first thing to remember about sportsmanship is that everyone's skills are a little different. Some people are better than others at certain skills. You may be good at one thing but not good at another. This doesn't mean you are a good person one time and not good another time. You can always be a good person, whether or not you have good skills for racing. Remember, you and your friends are individuals first and racers second. This idea is sometimes called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no pinewood derby. You will never know if you are really good at doing something unless you follow the rules. This is sometimes called being fair and being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You know this when you choose to compete. There are times when you will win and be happy, and times when you will lose and be unhappy. Being a winner is easy but being a loser is sometimes hard. To be a good sportsman, you must be able to say, "I did my best" and be satisfied with the results. If you win, you must not gloat.

The preceding passage is from the Cub Scout Grand Prix, Pinewood Derby Guidebook. Please remember half the fun of doing the pinewood derby car is in the pleasure gained by guiding your son in making his dream pinewood derby vehicle. And as always, good luck in your races!

**2008 Pathfinder District Pinewood Derby Race Off  
Rules and Regulations**

These are the 2008 Pathfinder District Pinewood Derby Rules and Regulations for the District Race Off to be held on March 15, 2008. These rules are basically the same as the 2007 race. This is the only set of rules that will be used at the 2008 Pathfinder District Pinewood Derby Race Off. **NO CARS MAY BE USED FROM PRIOR YEARS.**

All cars must pass inspection to qualify for the race. The inspection process will inspect the following areas.

1. **Material:** All cars must be made from the official Pinewood Derby car kit from this year.
2. **Width:** The overall width of the car shall not exceed 2 ¾ inches. The minimum width between the wheels cannot be altered from the standard BSA car provided to you from your pack.
3. **Length:** The overall length of the car shall not exceed 7 inches. The center of the front bumper must be the furthest point forward on the car with the front bumper center being no more than ¼" higher than the undercarriage clearance of the car.
4. **Height:** The overall height of the car shall not exceed 2 ½ inches.
5. **Undercarriage Clearance:** The underside of the car should not be built down (this includes additional weights). A clearance of 3/8" should be maintained. Please try to recess all weights under the car.
6. **Weight:** The weight of the car shall not exceed 5 ounces, as weighed on the scale(s) that will be used at the District Pinewood Derby.
7. **Wheels/Axles:** Only wheels/axles that come in the official Pinewood Derby kit will be accepted. Wheel bearings, washers, bushings, decals, hubcaps and painting of wheels are prohibited. The car shall not ride on any type of springs. You may sand the wheels to smooth out any surface imperfections, but the treads must be left flat. Any wheels that have been rounded will be automatically disqualified. The distance between the front and rear axles (wheelbase) shall be 4 ¼ to 4 3/8 inches (the same distance that the block is cut from the factory). All 4 wheels need to be mounted straight on the vehicle. The wheel's flat surface needs to be touching the ground while the car is in motion.
8. **Details:** Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, height, and weight specifications.
9. **Attachments:** The car must be freewheeling, with no starting devices. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight, provided any additional material is securely fastened to the car.
10. **Disqualification:** The official Pinewood Derby Committee has the right to disqualify any car that comes up with a different method to give an unfair advantage in this race, violating the spirit of the Pinewood Derby.
11. **Inspection:** Each car must pass inspection by the official inspection committee before it will be allowed to compete. The inspectors have the right to disqualify those cars that do not meet these specifications.
12. **Repairs:** After the racing has begun, if a problem arises with a vehicle during a race, it will be the responsibility of the Pathfinder District Pinewood Derby Staff to make the necessary repairs to get the vehicle back into racing condition.
13. **Decisions Final:** The decision of the Pinewood Derby Officials and the Pathfinder District Pinewood Derby Chairperson is final. If there is **ANY** question whether your car meets the District specifications, it is **YOUR** responsibility to check before race day. *Please do not disappoint a Scout by showing up with a car that cannot and will not be run.*