

2019 New Horizons District Pinewood Derby Game Plan
Saturday, March 9, 2019 (10am-2pm) Greater Mt. Olive Missionary Baptist Church- Oklahoma City, OK

SAVE THE DATE!!

For More Information, Contact
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For Young Boys and Girls!! (K thru 5th Grade)
Siblings and Parents can compete also!!

ALL OF US
Family
Community
Friends
ALL THE SCOUTS

NEW HORIZONS DISTRICT
Last Frontier Council- Boy Scouts of America



GREATER MOUNT OLIVE
BAPTIST CHURCH
REV. RAY DOUGLAS, SENIOR PASTOR



\$5.00 Per Participant

2019 NEW HORIZONS DISTRICT PINEWOOD DERBY
Racing at the Mount!!- March 9th (10am-2pm)

Greater Mt. Olive Baptist Church (Multipurpose Gym)
1020 NE 42nd St.
Oklahoma City, OK 73111

IMPORTANT NOTE!!!!

If You need help with your Pinewood Derby Car, please
come to our District Pinewood Derby Build Day on Feb. 23
from 2pm-4:30pm. We will be in the Greater Mt. Olive
Missionary Baptist Church (Multipurpose Gym)

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The New Horizons District is hosting its 2019 Pinewood Derby on Saturday, March 9, 2019 at Greater Mt. Olive Missionary Baptist Church in Oklahoma City, OK. Each Cub Scout Rank will compete in their respective division. Any Adult Participants will also compete in a separate Adult Division. Refreshments will be provided to those who attend (While Supplies Last)

| Race Time By Rank/Den | Car MUST Be Registered / Checked In By: |
|--|--|
| 10:15am- Webelos/Arrow of Light (4 th -5 th Grade) | 9:30am |
| 10:45am- Tiger Cub Scouts (1 st Grade) | 10:05am |
| 11:15am- Bear Cub Scouts (3 rd Grade) | 10:35am |
| 11:45am-Lion Cub Scouts(Kindergarten) | 11:05am |
| 12:15pm-Wolf Cub Scouts (2 nd Grade) | 11:35am |
| 12:45pm – Cub Scout FINALS | — |
| 1:00pm- Adults and Siblings Competition | 12:35 PM |
| 1:30pm-Awards and Recognitions | |

Before the Derby

Derby Registration, Weigh In and Last Minute Modifications on Cars will begin at 8:00am. This will be your last opportunity to fix any issues with your car before racing it. You are encouraged to bring your personal tools to finish your car, and we will have a limited supply of tools available for use (property of the New Horizons District). You cannot make any further modifications 30 Minutes Prior to your race. For example, if you are a Tiger Cub Scout and your race begins at 10:40am, you must finish any modifications on your vehicle by 10:10am. **if your car is not ready by the Check In Cut Off, you will not be eligible to race.**

The official New Horizons District Scale will be on hand the day of the race. Cub Scouts and Youth Siblings cannot have a Pinewood Derby Car that weighs more than 5oz. Adults who participate cannot have a Pinewood Derby Car that weighs more than 7oz.

Car Judging

Members of the New Horizons District Committee will serve as racing officials for this Pinewood Derby. They will ensure that all Pinewood Derby rules are followed and will ensure that Scouts and Parents are being Trustworthy. The District will use an electronic method for timing the cars. Cars will have 3 opportunities to race, and the top 4 cars from each Den with the best

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average scores will compete in the FINAL ROUND. Additionally, we will again have the PARENTS CAR CATEGORY for any adult race cars to enter. If you plan to enter a car in the PARENTS RACE on Saturday, please adhere to timeframe listed above.

Awards and Recognitions

For each Den, award certificates will go to the 1st, 2nd, and 3rd place winners in each RANK/DEN. The Cub Scout Finals will consist of ALL of the 1st, 2nd, and 3rd place winners from EACH RANK/DEN. Participation Recognitions will go to every Cub Scout/Youth Sibling that participates in the race.

Scouting Attire

The Scouts should wear their Official Cub Scout Uniform (shirt, neckerchief, and slide) or 'Class B' Cub Scout T-Shirt and Pants to the Pinewood Derby Race. Adult Leaders should be in Official Cub Scout Leader Uniform or 'Class B Cub Scout T-Shirt' if a uniform is not available.

A Scout is Friendly, Courteous, Kind

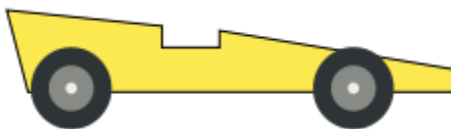
Families are encouraged to come and watch as much racing as possible, and not just your son's race. No Taunting or Bullying will be allowed. If a Scout is caught doing such things, his car will be disqualified from the race.

Food and Refreshments

Concerning Food, Families are encouraged to bring their own Food Items to this event. We will have some breakfast items at the event (First Come First Serve)

How To Build a Pinewood Derby Car/Rules

(courtesy of https://en.wikibooks.org/wiki/How_To_Build_a_Pinewood_Derby_Car/Rules)



[edit](#)

There is no single set of Pinewood Derby rules; each Pack, District or Council is free to set its own rules.^[1] However, car construction rules have appeared in some BSA publications. Many rules such as size, weight, bearings, bushings, and springs are common to nearly all Pinewood Derby rules. For example:

Dry Lubricant

Many rules sets specify dry lubricant only and some allow only graphite and Teflon explicitly. Other rules allow liquid lubricants as long as they are not wet at the time of the race.

Axle Modification

Some rules prohibit axle grooves and beveling. Most prohibit substitution of non-BSA axles (e.g. nickel-plated).

Wheel Modification

Some rules prohibit light wheels. This is typically worded as prohibiting removal of "substantial mass" and requiring that the inner wheel wording be visible. Some rules prohibit wheel coning or modification beyond light sanding. More detailed rules prohibit narrow wheels or those with one (V-tread) or two (H-tread) raised tread areas.

Wheel Mounting

There are three levels of wheel mounting rules: 1) no restriction, 2) original wheelbase dimension, 3) original wheelbase and axle slot (no new holes). In some cases, the raised wheel modification may be prohibited.

Aftermarket Parts

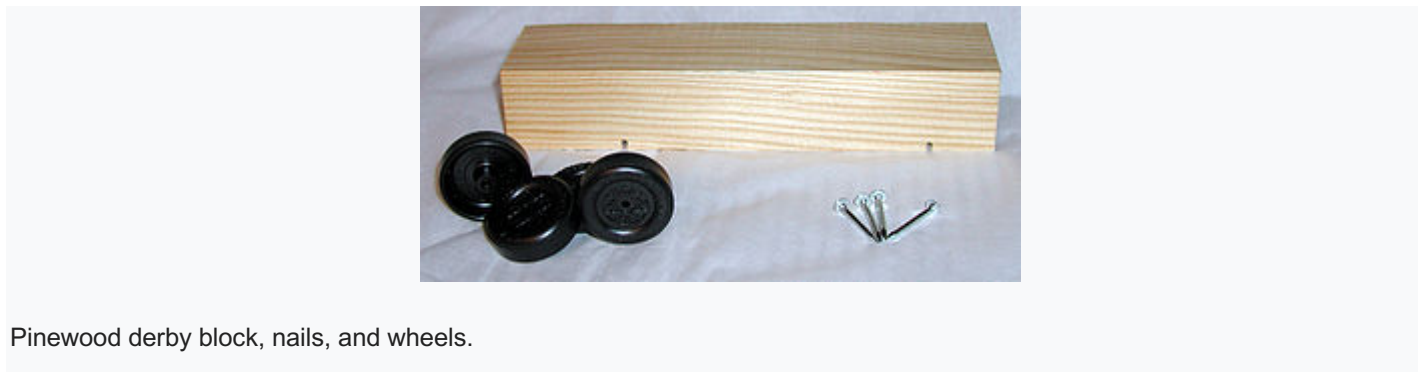
Most rules (e.g., the BSA rules above) do not preclude the use of aftermarket parts as long as they are derived from the BSA kit. For example, lathed wheels or grooved axles are acceptable if the parts originate from BSA kits. Some rules expressly prohibit this type of substitution, although enforcement can be problematic.

Ready Made Cars

It is generally regarded that ready to run cars violate the spirit of the Pinewood Derby even if they do not violate a specific rule specifying that the car be built substantially by the Cubscout. However, ready to race cars created from BSA kits can be found on eBay and other sites.^{[2][3][4]}

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Rules in the box



Pinewood derby block, nails, and wheels.

The rules that come in the Grand Prix Pinewood Derby Kit (BSA Kit 17006) are known as the "Rules in the Box."^[5]

1. Car Specifications: Width: - 2-3/4"; Length - 7"; Weight - Not over 5 Ounces; Width between wheels - 1-3/4"
2. The car must have been made during the current year (year in which derby is being held) - Cannot use previous years cars - Pinewood Derby Car kits supplied by the pack
3. Wheel bearings, washers, and bushings are prohibited.
4. The car shall not ride on springs.
5. Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted.
6. Only dry lubricant is permitted.
7. Details, such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width and weight specifications.
8. The car must be free-wheeling, with no starting devices.
9. Each car must pass inspection by the official inspection committee before it may compete.
10. If, at registration., a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make the adjustment.
11. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.

Cub Scout Leader How-To Book



Green wedge with extended wheelbase.

Car construction rules from the "Cub Scout Leader How-To Book" (BSA No. 33832).



A lathed wheel

1. Width shall not exceed 2-1/4 inches.
2. Length shall not exceed 7 inches.
3. Weight shall not exceed 5 ounces.
4. Axles, wheels, and body shall be from the materials provided in the kit.
5. Wheel bearings, washers, and bushings are prohibited.
6. No lubricating oil may be used. Axles may be lubricated with powdered graphite or silicone.
7. The car shall not ride on any kind of spring.
8. The car must be free-wheeling, with no starting devices

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9. No loose materials of any kind are allowed in the car.

Cub Scout Grand Prix Pinewood Derby Guidebook[\[edit\]](#)



Bottom view of a wedge block with standard axle slots. The two side and three bottom holes are for weights.

Example Pinewood Derby car construction rules from the "Cub Scout Grand Prix Pinewood Derby Guidebook" (BSA No. 33721).

1. The car must have been made during the current year (the year in which the derby is held).
2. The width of the car shall not exceed 2-1/4 inches.
3. The length of the car shall not exceed 7 inches.
4. The weight of the car shall not exceed 5 ounces.
5. Axles, wheels, and body wood shall be as provided in the kit.
6. Wheel bearings, washers, and bushings are prohibited.
7. The car shall not ride on any kind or type of springs.
8. Any details added must be within length, width, and weight limits.
9. The car must be freewheeling, with no starting devices.
10. No loose materials of any kind (such as lead shot) are allowed in the car.
11. The official number must be clearly marked or visible on both sides of the car.

New Horizons District Guidelines for Best Tips!

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Bullet design with shaved and coned wheels, beveled and notched axles, and drilled axle holes.



Standard wheels (left) and one-gram light wheels (right)

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Nyoil liquid lubricant.



A stick-on axle bushing.

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Material: Race cars shall be constructed for this event from the parts contained in the Official Grand Prix Pinewood Derby Kit (referred to below as the kit) as sold by the Scout Service Center, [for the District in which the race is run]. Materials from the kit may be supplemented but not replaced.

Weight: Race cars may weigh no more than five (5) ounces (total weight) as determined on the official scales during the pre-race check-in. Note: The official scale will be available at the Derby.

Wheels and Axles: The car shall roll on the wheels from the kit. The wheels shall turn about the axle nails from the kit. The axle nails shall be firmly affixed to the wood of the car body, and **MUST** be placed in the original 'axle grooves' in the supplied wooden block. It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used.

Size: Race cars may be no longer than 7 inches, nor wider than 2-3/4 (2.75) inches, as determined by the official gages during the Registration and Inspection. Underside clearance of at least 3/8 (0.375) inches and inside wheel to wheel clearance of at least 1-3/4 (1.75) inches is recommended, so that the car will run on the race track. Adequate clearance is the responsibility of the race car builder.

Weights and Attachment: Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws, but not by "sticky substances", e.g. tape, or tack spray. Weights shall be passive, i.e. non-movable, non-magnetic, non-electric, non-sticky, etc.

Wheel Treatment: Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor in reducing the wheel width from the original kit wheels. Some of the original "tread marks" on the wheel face must remain intact, i.e. apparent to the inspector. Wheels may not be machined to a beveled condition and the portion of the wheel surface that contacts the track must remain parallel to the axle.

Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, bearings.

Gravity Powered: The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.)

Lubricants: Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track. There will be a lubrication table set up at the race. In the interest of fairness, only one lubrication is allowed before the beginning of the first heat race and then once again before the beginning of the first race of the semi-finals and finals.