

Pinewood Derby

Rules and Regulations

The Pinewood Derby is a race event that Pathfinders have put on in the Idaho Conference ***beginning in 1964***. This event is a competitive event that teaches our youth how to compete positively and develop good sportsmanship.

The race is divided into heats and classes. Each club member will run their car against other members of their club in their class to determine the top three cars for distance in each club class. The following are the different classes that will be run:

1. Adventurer
2. Pathfinder
3. TLT
4. Staff
5. Modified (all age groups)

Note: The TLT, Staff and Modified heats will run with all clubs together without club qualifying heats.

The race takes place at Gem State Academy on a track that is about three feet wide, the length of the gym with a twenty-foot ramp at the stage end of the gym that extends from the stage to gym floor. This ramp is made of aluminum U-channel that is approximately 3" wide, and has a gate at the upper end for starting each car. The bottom of the ramp has a stainless steel transition ramp for taking the car smoothly from the ramp to the gym floor. At the far end of the track is a 4" x 4" stop with 4" of foam rubber attached to cushion each car that reaches the end of the track. ***Length of track from gate to bumper is 89'7"***.

The objective of the race is for the car to run down the ramp and across the floor to the end of the track, bounce back from the foam rubber and go the farthest distance back up the track. In order to accomplish this, the car must be designed to run as well backwards as it does forwards. Because the track is three feet wide it is necessary to build each car so it will run as straight as possible in both directions to travel the greatest distance.

For All Racers

There are three cars that have been approved for use in the Pinewood Derby. They are the "Official Boy Scout Grand Prix Pinewood Derby Kit" with nail type axles and the "PineCar P370 Basic Car Kit" with one-piece axles and "Pine-Pro - The Block Kit". It is the same design as the Boy Scout Kit with the same wheels and the nail type axles. These can be purchased at the Boy Scouts of America or local hobby shops. **Cars which do not fit the design of the three approved kits will be classified as modified.**

Car Specifications

- Length: not to exceed 7" overall
- Weight: not to exceed 5 oz. overall
- Height: not to exceed 3" overall
- Axles: must have 2 axles, only plastic wheels may touch the floor

Wheel bearings, washers, and bushings are prohibited. The car shall not ride on springs. Only official, approved wheels and axles are permitted. The only lubricant that can be used is air tool oil. Using lubrications such as WD-40 or graphite or any other lubricant is prohibited and will result in car disqualification. Details, such as steering wheel and driver are permissible as long as these details do not exceed the maximum length and weight specifications. The car must be free-wheeling, with no starting/**propulsion** devices. **Each car will run by gravity only.** Each car that competes must be built in the current Pathfinder year. Please contact the Conference Pathfinder Director prior to using accessories/enhancements to cars. Cars used from previous years will be disqualified. Each car must pass inspection by the official Inspection Committee, **which is designated by the Conference Pathfinder Director**, before it may compete. 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. All cars will be weighed before each run. Any car overweight will be disqualified for that run.

There will be awards given in the following areas:

Adventurers

1. Overall winners (1st, 2nd, 3rd)
2. Racers' Choice
3. Best Design (designated conf. judges)

Pathfinders

1. Longest Run (Pathfinder, non-modified)
2. Shortest Run (Pathfinder, non-modified)
3. Overall winners (1st, 2nd, 3rd)
4. Smallest (needs to make it down the ramp)
5. Racers' Choice

TLT/Staff/Modified

1. Best Modified (awarded first to Pathfinders—best average)
2. Overall winners—TLT, Staff (1st, 2nd, 3rd)

Pinewood Derby Car Numbers

The following numbers have been assigned to each club for their cars
(please note that assignments may have changed):

Club	Pathfinders	Adventurers	Modified
Vale Explorers	101-150	1101-1150	5101-5150
Caldwell Flames	151-200	1151-1200	5151-5200
Baker City Mountaineers	201-250	1201-1250	5201-5250
Boise Pondersoa	251-300	1251-1300	5251-5300
Payette Hedgehogs	301-350	1301-1350	5301-5350
Nampa Spanish	351-400	1351-1400	5351-5400
Nampa Zephyrs	401-450	1401-1450	5401-5450
Golden Eagles	451-500	1451-1500	5451-5500
Experience Mustangs	501-550	1501-1550	5501-5550
Twin Falls Trailblazers	551-600	1551-1600	5551-5600
La Grande Blue Mountain Rangers	601-650	1601-1650	5601-5650
Pocatello Falcons	651-700	1651-1700	5651-5700
Caldwell Spanish Galaxy	701-750	1701-1750	5701-5750
Gem State Jaguars	751-800	1751-1800	5751-5800
Jerome Fireflies	801-850	1801-1850	5801-5850
Kuna Coyotes	851-900	1851-1900	5851-5900
Teton Mountaineers	901-950	1901-1950	5901-5950
Unassigned	951-1000	1951-2000	5951-6000

Every car in your club must have a number **from the list above**, including staff **and Adventurer** cars and modifieds. **Numbers must be placed on top of car.** If you do not have enough numbers to accommodate your club please contact the conference Pathfinder director, secretary, or your coordinator. If your club is not listed here, please contact your coordinator for your number assignment.