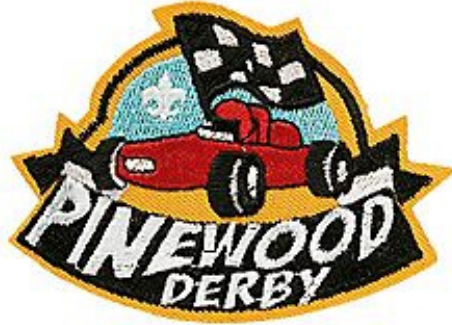


NILLUMBIK PINWOOD DERBY

SUNDAY 2ND AUGUST 2009



The Nillumbik Pinewood Derby is scheduled for Sunday 2nd August 2009. The activity will take place at the 1st Eltham Scout Hall. We will also be using the 2nd Eltham hall for over flow activities.

Entry will be \$4 per Cub
(the entry fee will include a badge and cover prizes)

Marshalling will take place at 12:00 noon
Finishing at 4:00 pm

1st Eltham Scouts will be selling food & drinks for the event. This money will go towards their Jamboree fund raising.

Rules

All registered Cubs and Leaders may enter the 2009 Pinewood Derby. All Pinewood Derby Kits are the type sold by [NSW Rangers](#). Only the CUB may enter their car or cars. All cars must be made this year. A car may only be entered in one age division and the design contest (i.e. one car per child).

CATEGORIES

i.). BEST DESIGN:

You may design and build a car which has a decorated theme. You must start with the regulation Pinewood Derby Kit and from there, you are not restricted in "ADD-ONS", special paint, decals, etc. Your wheels must be the regulation wheels found in the kit.

ii.) RACING CARS:

There will be three CUB age divisions – 8 years, 9 years and 10 years. Each car will be inspected on registration. Cars that do not conform to the following criteria will be disqualified. Decision of the Race Chairman (Director) is final.

Leaders – please don't let illegal cars come to event.

1. Each car must be constructed from the Pinewood Derby Kit as distributed by NSW Rangers using the axles and wheels provided. (As described above)
2. Maximum weight 140g.
3. Maximum length 180mm.
4. Maximum width 70mm.
5. Minimum underside clearance 9.5mm
6. Inside wheel to wheel at least 45mm, to fit on race track.
7. All weights must be securely fastened to the car by glue, nails or screws (non-moveable weights). **NO MAGNETS.**
8. The vehicle must be free wheeling with no starting device or other propulsion. The following are examples of **PROHIBITED ITEMS**: motors, rubber bands, springs, starting devices, bearings, bushings, washers, skids/runners, sticky tape for starting peg contact point, and wet paint.
9. The front edge of the wheels must be behind the nose of the car. (So that 100% of the car is behind the starting peg).
10. **YOU MAY NOT TAMPER WITH THE WHEELS.**
This means that you may only remove the flange made in manufacturing the wheel.
DO NOT ROUND THE WHEEL OR IN ANY WAY CHANGE THE CONTOUR OF THE WHEEL to provide less surface areas thus reducing drag. Decision of the Race Chairman (Director) is final and you will be required to change your wheels before it is allowed to race.
11. **YOU MAY NOT TAMPER WITH THE AXLES**
You may **NOT** use washers, hubcaps or insert sleeves or bearings in the plastic wheels, and the wheel must rotate around the axles (**NO SINGLE AXLE**). It must be obvious to the judges that the nails from the kit are being used.
12. All cars shall have four (4) wheels
- 13 **LUBRICATION:**
Only dry powdered lubricants, such as graphite or silicone may be used. Regular oils and silicone sprays may soften the plastic wheels and will not be used. Vehicles may be lubricated before inspection. No further lubrication will be permitted.
14. Once the car has been inspected and weighed, the CUB will place his car on the table provided, and must not lubricate or otherwise improve that car between or during the race(s).
15. If during the race a wheel falls off, then he may, to the best of HIS or HER ability, replace the wheel. The CUB may not seek out or obtain help from any adult. To do so will result in immediate elimination.
16. Also if during the race the car falls off the track, then the race will be re-run. If the car falls off the track a second time, then a loss will be given to the CUB.

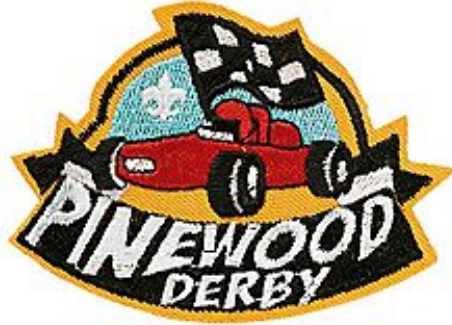
LEADERS RACE:

All adults are able to build their own cars. Any registered adult leader may enter this race. The same restrictions apply to adult cars as to CUB cars.

(Rules based on Rules used by Rangers Australia, and BSA variants)

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