

3RD ANNUAL ROCKY MOUNTAIN CLASSIC CORPORATE PINEWOOD DERBY RULES AND SPECIFICATIONS 2013

Race Rules

Please follow all rules and specifications or your car could be disqualified. Each car must pass inspection by the Official Inspection team before it may compete. The inspection team has the right to disqualify any car which does not conform to the following rules. You will have till the end of the registration/weigh-in to repair your car to qualify for the race. If a car is disqualified, it can race but will not be eligible for any Trophies or Medals.

A new car must be built each calendar year; it is illegal to use a car from a previous year. Each participant must be present to register, race his own car, and for the awards ceremony after the event. Each person must race his own car. If the person is not present at the race, his car cannot be raced. No two people can share the same car. Once inspected, cars are considered registered for the race, and are placed in the starter area. There will be no further contact with the car until the race for which the car is registered is complete. Only the Race Officials will handle the cars after registration, including delivery of the car to the Starter at the starting gate, and recovering the car at the finish line.

Only the Race Officials have the right to rerun a race. Their decision is FINAL. (A race can only be rerun immediately, not after the next race has been run.) An improper start or any arising condition that affects the running or the finish of the race may, at the Officials discretion, cause the race to be rerun. If a car loses a wheel or jumps the track, a race can be rerun. If the same car has a similar problem a second time the race will not be rerun, and the car will accept whatever position it finished in. If a car does not cross the finish line then it will receive an 8 second time for that heat.

Late arrivals may run their car down the track after all other races have been completed, but you are not eligible to compete and win. Late arrivals will be anyone arriving after the registration/weigh-in period has ended. **BE ON TIME!**

Trophies will be awarded for First, Second, and Third place winners in each class, as well as winners of the Appearance Categories.



The Car Specifications – Stock Car Class

Size

- No part of the car will extend past the starting line when positioned on the track. Any car with a
 pointed nose which does not rest against the starting pin properly, may at the discretion of the
 Race Officials, lead to disqualification. The car may be run backwards if necessary.
- Maximum overall width (including wheels and axles) shall not exceed 2 ¾ inches.
- Minimum width between wheels shall be 1 ¾ inches so the car will clear the center guide strip.
- Minimum clearance between the bottom of the car and the track shall be 3/8 inches so the car will clear the center guide strip.
- Maximum length shall not exceed 7 inches.
- Maximum height shall not exceed 6.625 inches. (This is a limitation imposed by the height of the finish line of the track.

Weight

Weight shall not exceed 5 ounces. The readings of the Official Pack Scales will be considered final. The car may be hollowed out and be built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car. Details such as steering wheel, driver, spoiler, fenders, headlights, tail lights, decals, painting, and interior details are permissible and encouraged. Cars with wet paint will not be accepted.

Wood

The wood block provided in the kit must be used. The block may be shaped any way that is desired. You may add to this block. The car cannot exceed any of the other specifications listed.

Wheels and Axles

Only the Official Scout wheels and axles provided in the kit or Official Scout replacement wheels and axles can be used. This includes the Official Scout alternate color wheels available. Wheels may be lightly sanded and polished to remove burs and high places, but the basic size and shape of the wheel cannot be changed. The wheels must remain a flat contact surface with the track. All 4 wheels must contact the track surface simultaneously. The inside of the wheel cannot be drilled or modified. Axles may be filed on the back side of the head to remove any ridge. Axles may also be polished. No other shaping is allowed. Wheel bearings, washers, and bushings are prohibited. No covering is allowed over the head of the axle or the axle itself – they must be open for inspection. The car must be freewheeling with no starting devices. The car shall not ride on any type of springs.

Wheel position must remain in the same spot as the slot in the official block, extending the wheel base length is prohibited.

Lubrication

Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track.

Other

Magnets of any kind are not allowed.



The Car Specifications - Outlaw Car Class

Size

Size restrictions are identical as the Employee and Kid/Significant Other Classes except the overall Length may be up to 12 inches. However, the distance from the front of the car to the centerline of the rear wheels may be no longer than 7 % inches (this is due to a limitation of the amount of track behind the starting line).

Weight

Maximum weight is 5 lbs

Materials

The car may be made of any materials. You are not required to use the wood block included in the kit.

Wheels and Axles

No restrictions other than the overall size of the car must be maintained.

Lubrication

Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track.

Other

- The car cannot use anything other than itself to generate acceleration. For instance, you cannot attach to the track in any manner (such as a rubber band attached to the starting pin).
- Any power must be self contained in the vehicle. You may not have externally provided starting power. For instance, you cannot have a remote control that "starts" the vehicle. Any power device must be started before placing at the starting line, or automatically start after the starting pin drops on the track.
- Nothing may be used that would damage or foul the track. For instance, a rocket engine cannot be used as the propellant would foul/damage the track.
- Nothing may be used that would cause safety concerns for the audience. For instance, a rocket engine cannot be used as the car could fly off the track, and seriously injure or burn someone.

