

Girl Scouts of the Jersey Shore

2018

Powder Puff Derby Rules and Regulations

In the interest of fairness to all participants, any parent, or scout who ignores or disobeys the GSJS Powder Puff Derby rules as set forth below, or disobeys appropriate scouting behavior, will result in disqualification. Each car must pass a tech inspection by Officials before their car will be allowed to race. The Officials have the authority to disqualify those cars which do not meet these specifications.

The Inspection Points are as follows:

Body:

- A. Official BSA kits, typically supplied by the Pack must be used.
- B. Pre-shaped (kit) cars are not allowed.
- C. Bodies of other materials will be grounds for disqualification.
- D. The body may be shaped, hollowed out, or built up as long as it meets all other specifications.
- E. Any additions to the body such as a steering wheel, drivers, paint and decals must be attached firmly.
- F. If any weight falls off the car on race day it cannot be reattached.
- G. No part of the vehicle body may protrude past the starting gate.
- H. Only vehicles constructed this scouting year are eligible to race.

Width:

- A. The vehicle width at the wheels may NOT be modified.
- B. It must be the same as the original kit.
- C. No wider than 2 3/4 inches.
- D. This allows the car to fit on track and not obstruct vehicles in the next lane.
- E. Material may be added to the side of the car but not be wider than the wheels.

Length:

- F. Overall length should be appropriate for the kit used.
- G. Pinewood derby cars are 7 inches long. (To fit in the starting gate).
- H. The car can be shorter as long as the front wheels do not extend beyond the front of the car.

Height:

- Overall height may not exceed 5 inches. (To fit under the scoring finish line)

Clearance:

- Minimum 3/8 inches from the surface. (To clear the track center guide rail)

Wheelbase:

- A. The wheelbase may not be modified. It must be the same as the official kit.
- B. The distance from the center of the axles must be 4 7/16 inches.
- C. New axle slots may be cut but the distance between the front and rear axle must be a minimum of 4 7/16 inches.
- D. Extended wheelbases will not be allowed, shorter wheelbases are not seen as an advantage and are allowed.

Wheels& axles:

- A. BSA wheels only, no other manufacturer. Wheels must be those furnished in the official BSA kit, or other official BSA wheels
- B. BSA Wheels are available in Black, Red, Blue, Orange & Yellow.
- C. Wheels may be sanded to remove the flashing (mold marks) only.
- D. Do not remove the words 'BSA Pinewood Derby from the sidewall.
- E. NO reduction in width or diameter.
- F. NO change in shape.
- G. Wheels may be lubricated with dry graphite only. NO liquid lubrication.
- H. The original nail/axle may be cleaned up by removing burr and molding marks.
- I. NO 1-piece axles, NO washers, NO bushings, NO bearings, NO springs are permitted.
- J. NO aftermarket axles.
- K. A car must have 4 wheels and all 4 wheels must touch the track at all time.

Weight:

- A. Cars must not exceed five (5.000) ounces.
- B. Our scale is the official scale(s) for this event.
- C. Cars may show as 5 ounces on a less precise scale but be overweight on the official council scale.

Misc:

- A. Vehicles must free wheel with no stored energy or movable weights.
- B. The kit has no designated front or back to the supplied body, either end may be the front.
- C. Racing numbers will be placed on the top of the car at the rear.
- D. Please mark the car with 'F' or 'Front' on the underside of the car to indicate the front of the car.
- E. The front of the car should have a square nose where the car meets the starting pin.
- F. No indentation on the nose where the starting pin touches the car.
- G. The car must meet the starting pin and be completely behind the pin.

All cars must have the scout's first and last name on the car

Unspecified rules:

- The Powder Puff Derby is meant to be a family activity with as much of the building being done by the Scout with guidance and assistance by her family. If a building technique or rule was not addressed in this document, clarification can be asked by contacting council.

Race Day Rules:

- A. Only race day officials will be allowed inside the racing circle. All spectators must remain outside of the circle.
- B. Cars will be handled by racing officials only.
- C. Any and all race day adjustments after inspection must be made with the permission of an official.
- D. The computer will determine the heat schedule, race finalists, and winners
- E. All cars will be on display inside the barrier.
- F. Participants or spectators are not allowed to cross the track during or after any race.
- G. Only scouts participating in the current race are allowed to sit in the participant area.
- H. After all races have been completed, only participants will be allowed into the racing circle to receive their awards. (There will be a photo area set up for pictures.)
- I. After the racing is complete Participants will need their Driver's license to claim their cars.

Check In and Scoring Procedures:

- A. Scout can choose to check-in the night before the powder puff derby. If an official feels that changes need to be made, the racer may choose to check in the day of the race.
- B. When Scouts arrive they will be issued a driver's license with an assigned number at registration. This will be their number during all heats.
- C. After registration all car must be taken to the tech table to be checked in by race officials. All cars presented at the tech table must be race ready, cars will not be given back to make changes in weight or to add lubricant.
- D. Cars that are checked - the night before the race will be sequestered in a secured location.
- E. A clean race is one in which all cars start evenly and each car stays on the track for the length of the track and does not impede the operation of another car
- F. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle or other problem as determined by the race officials, the heat will be re-run. The participant will have 5 minutes to repair the car. No additional lubricant may be added during the repair process.
- G. If the same car gets into trouble on the second run, the contestant will be disqualified. If on the second run, another car is interfered with, the heat will be re-run without the disqualified car. H. Each car will run 3 heat races (one heat on each lane).
- I. The computer will determine the heat schedule, race finalists, and winners

- J. Each car will receive an average time based on the 3 heats. The average time will be used to determine finalist and winners.
- K. The electric timer on the track will select the order of finish. In the event of a timer problem the heat will be re-run.
- L. Awards will be given for first, second, and third place winners at each level. Patches will be given to all participants.