

Pinewood Derby Track Rental

This is what services are provided when you rent a track from us:

- Transportation, set-up and removal of Pinewood Derby Track.
- Operation of the racing portion of your derby.
- Race results print out based on your group's criteria.

Track specifications and other gear provided:

- New aluminum 4-lane, 42' foot track
- Remote starting gate coordinated with electronic finish with individual times determined to the thousandth of a second
- Digital LED finish time and place display
- Computer determined racing heats with overall results print out
- Boundary race flags separating the race track from spectator areas

Rental Prices and Other FAQ's:

The rental fee is \$80 for anywhere within the Payson/Santaquin Area. Other parts of Utah County (Lehi to Nephi) area will be \$10 extra. Other venues outside this area will be \$10 more extra.

An additional \$5 fee will be added for groups not emailing a list of participants two days prior to race day. Having the list in advance makes it a smoother, quicker set up on the day of the derby.

Elders Quorum or Fun-Rules Races are allowed - but cars may not weigh more than 8 oz., employ the use of starting devices or co2 cartridges, nor may they be lubricated with any messy oils - for the safety of our track.

The track requires a 50 by 10 foot area to set up. Power for the computer and timer must be available. Outdoor events are possible when there is a hard, level surface, power outlets and good weather. It takes approximately 45 minutes to 1 hour to set up and 30 minutes afterward for take down.

Generally, each derby will take 30-40 minutes for all of the cars to race, depending upon the size of your group. This coupled with your opening and award ceremonies should last no more than 1 1/2 hours. We will allow extra time (15-20 minutes) for fun races following the derby, but we anticipate that each event will last a maximum of 2 hours at the most (not including set up and take down).

The results and print out will show you the place, time and scale speed (in mph), along with the average or cumulative times. This information will only be released to your group leaders. How you use this information in presenting awards, etc., is up to your leaders' discretion.

We appreciate groups who conduct their car weigh-ins prior to race day. This makes the evening run more smoothly and eliminates the extra 'dead time' during a derby which can result in needless damage to the Pinewood Track. We expect each group to monitor their own behavior as you will be responsible for the cost of any replacements or repair due to the actions of any of the participants or spectators.

CUB SCOUT GRAND PRIX PINEWOOD DERBY

Basic Rules:

1. **WIDTH:** Car may not be more than 2 3/4 inches wide. (Wheel wells are okay.)
2. **LENGTH:** Car may not be more than 7 inches long.
3. **WEIGHT:** Finished cars must not weigh more than 5 ounces. The weight shown on the official race scale is final. All car parts and materials must be firmly attached. To increase the car's weight, add wood or metal only. Don't use Mercury to add weight because it is not safe.
4. **WHEEL PLACEMENT:** The car body must be at least 1 3/4 inches wide at the axles. It must clear the ground by at least 3/8 inch. If desired, you may change the wheelbase (distance between front and rear axles).
5. **WHEELS AND AXLES:** Use only Official Scout Grand Prix wheels and axles. You may polish the axles and sand the wheels to remove the molding seams on the tread, but no other wheel changes are allowed. You may not use bearings, washers or bushings.
6. **DETAILS:** Details such as steering wheel, driver, decals, painting and interior details are okay. The finished car with details must meet the maximum length, width and weight rules.
7. **ATTACHMENTS:** The car must be free-wheeling with no starting devices.
8. **LUBRICATION:** Use dry powdered graphite, lithium grease or silicone only. You may not use any other lubricant, especially oils.
9. **INSPECTION:** Each car must pass a general inspection and weigh in to compete.

Race Ground Rules:

Good sportsmanship and having a friendly competition are a must.

Scouts do not handle their cars again after the official weigh in except when getting the car for the start of a heat, or putting the car on the starter's table after a heat.

Scouts will be called to the gate for their assigned heats. Scouts are to place their cars at the starting gate, then go to the finish line to watch the heat.

ELDERS QUORUM (OR ADULT GROUP) GRAND PRIX PINEWOOD DERBY

The following is a set of rules for the Elders Quorum Pinewood Derby.

Basic Rules:

1. **WIDTH:** Car may not be more than 2 3/4 inches wide. (Wheel wells are okay.)
2. **LENGTH:** Car may not be more than 7 inches long.
3. **HEIGHT:** Any weights (or cell phones) attached to the car must clear the timing finish gate to the race manager's satisfaction or it will not be allowed to race.
4. **WEIGHT:** Finished cars must not weigh more than 8 ounces. The weight shown on the official race scale is final. All car parts and materials must be firmly attached.
5. **WHEEL PLACEMENT:** The car body must be at least 1 3/4 inches wide at the axles. It must clear the ground by at least 3/8 inch. If desired, you may change the wheelbase (distance between front and rear axles).

6. WHEELS AND AXLES: Any type of wheels and axles, modified or purchased are permitted.
7. DETAILS: Details such as steering wheel, driver, decals, painting and interior details are okay. The finished car with details must meet the maximum length, width and weight rules.
8. ATTACHMENTS & PROPELLANTS: The car must be free-wheeling with no starting devices, co2 cartridges, propellants or engines of any kind.
9. LUBRICATION: Use dry powdered graphite, lithium grease or silicone only. You may not use any other lubricant, especially oils.
- 10.INSPECTION: Each car must pass a general inspection and weigh in to compete.