

Entry Number _____



RIVERBOAT DAYS FASCAR CLASSIC



Saturday, August 19, 2017

REGISTRATION: 11 to 12:30 PM RACE BEGINS AT 1:00 PM

South of Baseball Diamond in Riverside Park under the Tent

www.riverboatdays.com

Send Registration/Payment to: BSA Troop 102

Chairperson: Todd Becker
1404 Spruce St.
Yankton, SD 57078
(605) 661-5617
tbsurfing@hotmail.com

Thank you for your consideration and support of the **Boy Scouts of America**.
Cars designed by Scouts will be brought directly to the race and registered for you by the Scout.
ONLY Official Pinewood Derby kits allowed. **CAR SPECIFICATIONS:** Will be mailed upon request.
Cars not meeting official Boy Scout specifications, *found in kit*, will be placed in an **Outlaw Class**.

Individuals Name _____

Street Address _____

City and State _____ Zip _____

Phone Numer _____ Cell _____

e-mail address _____

Name/number on car _____

YOUTH CLASS/INDIVIDUAL (NO ADVERTISING)

\$25.00 Registration \$ _____ **Payable to: BSA T 102** Payment Method: \$ _____ Cash,
(Scout will build a car for you to keep)

\$15.00 \$ _____ \$ _____ Check Check # _____
(You may build your own car or rent a car)

Sold by Scout _____ Built by Scout _____ Race day entry _____

COME JOIN THE FUN AND CHEER YOUR CAR OVER THE FINISH LINE. SEE THE TIRES SPIN AND MAY THE FASTEST WHEELS WIN!! GOOD LUCK TO ALL!!!

Troop 102 RIVERBOAT DAYS FASCAR RACE RULES

The purpose of FASCAR Pinewood Derby Racing is to have fun! Please adhere to the following rules to help everyone have a positive experience.

The decision of the official race VOLUNTEERS is considered final.

Racers must stay in the spectator area or other public area. The area behind the track and car tables is off limits.

In order to promote our Troop 102 scouts and adult leader race volunteers shall wear their Class "A" uniforms. If an adult does not have a Class "A" uniform they should wear a Class "B" t-shirt if possible.

COMMERCIAL & YOUTH/INDIVIDUAL CLASSES

1. The car weight shall not exceed 5.0 ounces as determined by the official race scale used at car check-in. (Cars will not be accepted if their weight exceeds five (5) ounces by even the smallest balance. Scales vary widely, especially the scales at the Post Office, so be prepared to adjust weight of your car up or down at the time of inspection. Scouts should bring their own tools, weights, etc. to make weight if need be. Race officials will have an official 5 ounce reference weight on hand to calibrate and verify the official scale.) Each car must pass inspection. If a car does not pass inspection the scout will be informed of the reason and will be given time within the official weigh-in time period to make the adjustment.
2. The car must be freewheeling without any starting devices.
3. No modifications or features of the car shall allow the car to extend past the start gates or otherwise interfere with a fair start.
4. If a car leaves its lane during the race it shall be deemed to have ended its heat as long as it does NOT interfere with another car.
5. If the official race VOLUNTEERS determine that a track fault causes a car to leave its lane, that heat may be rerun after repair.
6. Only dry lubricants may be used. No lubricant which fouls the track is permitted.
7. Once the car is registered, weighed and entered, it is considered EMBARGOED until the end of the event. You will not touch your car or any other car.
8. The car shall be constructed from the official Pinewood Derby kit, 7" maximum length, 2.75" maximum width, 1.75" minimum distance between the wheels. There shall be a minimum of 3/8" between the car body and track.
9. The car may be shaped in any way desired provided rule #3 above is satisfied.
10. No loose materials are permitted. Any weights used for adjustment must be securely fastened to the car.
11. Wheel Base – (Distance from front to rear axle) Distance shall not be more than or less than 4 ¼ inches (+/- 1/8"). The original car kit comes with this spacing.
12. It is acceptable to drill new axle holes as long as the above mentioned wheel base of 4 ¼ inches (+/- 1/8") is maintained. The car body should extend forward of the front wheels to prevent damage to wheels and axles during the race.
13. It is acceptable for a car to be a 3-wheeler. In other words, one of the front wheels may be raised. **Note:** All 4 wheels which come in the kit must be used though.
14. It is acceptable for a car to be designed as a rail-rider.
15. The wheels supplied with the kit must be used. You may not cut, drill, bevel or round them. Wheels cannot be altered in shape, size or width. No machining or lathe cut wheels will be permitted. The bore of the wheels may be reamed, coned, and polished, but not otherwise altered.
16. Only axles that come in the Official Pinewood Derby kits are permitted. Axles may be sanded, polished and lubed (see Lubricants below). The axles may not be machined or reduced in diameter anywhere along the axle shaft. (No one-piece, straight axles allowed.)
17. Lubricants – Only dry powder lubricant is permitted. Please apply lubricants prior to registration.
18. Bearings / bushings – Absolutely NOT permitted anywhere on the body, axle or wheels.
19. Springs – Absolutely NOT permitted.

20. Again, once cars are registered they will be off limits to everyone except race officials until the race has been completed.

OUTLAW CLASS

21. The Outlaw class will be open to anyone with the exception of the Commercial class entries.

22. The Outlaw class has two basic rules. 1. Do not interfere with another racer 2. Do not damage the track.

23. Cars may not contain anything that may become a projectile that intentionally or unintentionally detaches or becomes a flying object. No loose material of any kind.

24. Axles and Supports- straight, nail, grooved axles are allowed. Wheelbase may be modified as long as no part of the wheel extends past the front or rear of the body.

25. Wheels – Non-BSA wheels are allowed, but must have the same outside diameter as the official wheels. The wheels may be modified, but must retain the original outside diameter. **26.** Lubrication (Dry only), Track Clearance, Physical Dimensions – Same as above “Regular” classes. The exception being there may be grooves cut in the front of the body to allow the car to extend past the starting post.

27. Weight – The car shall not exceed 5 lbs.

28. Any method of propulsion is allowed as long as the car is completely idle and at rest until launched. No Outlaw class propulsion method should emit smoke, flame, fluid, or interfere with other vehicles.

29. A liability form shall be signed by owner of any car the race volunteers feel warranted.

30. The Outlaw class should be fun, but keep in mind to make it safe for the track and everyone watching the race!

OTHER

31. Situations not covered by the above rules shall be handled by decision of the official race VOLUNTEERS. This would include among others – computer/software failure, damage to track, accidental non-race damage to cars and power failure. Also, volunteers are not responsible for damages to vehicles incurred through normal handling during the course of the race.

RACE LOGISTICS

Race will begin at 1:00 PM. Cars will be placed according to fastest average time. Sensors at the official finish line will record the time each car takes to complete the race. Each car will race on each lane of the track for a total of 6 races. Differences in individual lanes will be compensated for by requiring every car to race on every lane. Overall winners of each class will be announced after all cars have finished racing. Following the race, Scouts will be allowed to pick up their cars to be given back to the business which sponsored them as soon as possible.