

Niguel Nation

2006 Pinewood Derby



When: Sunday, March 19, 2006
Time: 11:00 AM
Where: South Coast YMCA Gym

Hosted by the Mighty Tongva and Miwok Tribes

*Featuring meals by... **Baja Fish Tacos**
(Purchase meals from 11:00 to 1:30pm.
Come to the event hungry!)*

Race Details

Check-in from 11:00 to 1:00 PM - Races start promptly at 1:00 PM!!

There will be a \$5.00 entry fee for each race participant. Please pay your respective tribe chief direct for the entry fee.

The cars will be divided into five classes; K, 1st, 2nd, and 3rd, grades *and OPEN*. In each class, the cars will be run with double elimination to decide the class winners. Everyone has at least two chances. Heats and lanes will be drawn at random by computer.

Within each class, the judges will also choose winners for most creative entry. **Remember this is a father/son event; this will be the basis for all judging.**

The Nation Chief will award spirit patches to big and little braves wearing their vests.

When you arrive at the YMCA Gym, check in your car at the registration table. Your car will be weighed and examined to be sure it meets the criteria below. Arrive early to be sure all modifications your car may require can be completed by race time.

Standard Class Race Car Rules:

1. WIDTH: No more than **2-3/4"** wide. LENGTH: No more than **7-1/2"** long. HEIGHT: Cars can be no more than **3"** high. WEIGHT: Finished car (with driver) can not weigh more than six (**6**) ounces. The weight shown on the Official Race Scale is final. All car parts and materials must be firmly attached. To increase the cars weight, add wood or metal only.
2. WHEEL PLACEMENT: Axles and wheels must be placed in the groves that are in the original car body. Minimum axle width is **1-3/4"**. The car body must clear the ground by at least **3/8"**. The four wheels, two on each side of the car, must be placed such that the car will sit in the track and maintain all four wheels in contact with the track.
3. WHEELS AND AXLES: Use only the wheels and axles that came in the kit. You can polish the axles. The width of the kit axles may not be altered. You may lightly sand the wheels to remove the molding seam on the tread. No other wheel changes are allowed. You may not use bearings, washers, or bushings.
4. SPRINGING: The car may not ride on any type of springs.
5. DETAILS: Details such as steering wheel, driver, decals, painting, and interior details are allowed and encouraged. The finished car with all details must meet the requirements or weight, length, and width rules. Cars with wet paint will not be accepted.
6. ATTACHMENTS: Cars must be freewheeling without starting / stored energy devices.
7. LUBRICATION: Use dry powdered graphite **only**. You may not use any other lubricant, especially oil or silicon spray. No graphite may be applied after car inspection.
8. INSPECTION: Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will disqualify (or move up to OPEN CLASS) any car not meeting these rules.

Open/Tribe Class Rules

Each Tribe is encouraged to create a "Tribe" car for the Open Class. Individual tribe members also have the option to enter the open class rather than their age group in the standard class. In addition, all cars not meeting the standard class rules will be placed into the open class.

1. WEIGHT: Finished car cannot weigh more than sixteen (16) ounces.
2. WHEEL PLACEMENT: Cars may have up to a maximum of eight (8) wheels, with a minimum of three wheels in contact with the track. The car must clear the ground by a minimum of **3/8"**. Placement of the wheels is at the discretion of the car builder.
3. WHEELS AND AXLES: Wheels (with tires) must not exceed **1/4"** in width each (so that the car will fit in the track). Bearings, washers, or bushings are allowed.
4. SPRINGING: Springing is allowed in Open/Tribe Class

5. All other rules presented under “Standard Race Car Rules” apply to the Open Class.

Race Day Rules

1. *GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED.* Race Officials may ask anyone not following this rule to leave the event.

2. All classes are double elimination. That means that each car must lose twice before leaving the Derby.

3. Each Little Brave must bring his own car to the registration table. If the car fails to meet any rules, the Official Inspector will tell the Brave the exact problem. The Brave may work on the car to correct the problem to meet the rules. All corrections must be completed and the car accepted before the first race begins at 1:00 PM.

4. After inspection, Official Scorers will register the cars. The Official Scorers will set-up and maintain the race classes and tell the Official Starters which cars run in each heat.

5. After the car is registered and accepted the Braves may not handle their cars again until it has either won or been eliminated.