

2012 NP Adventure Guides PINEWOOD DERBY RACE

**NOTE: To enter a car, you MUST donate AT LEAST one
canned good or pay \$1 at the time of check in!**

Time Trials – Friday, January 13th 7:00 p.m. to 9:00 p.m.

Race – Saturday, January 14th 9:00 a.m to 12:20 p.m.

Where: Lansdale YMCA – 608 East Main Street, Lansdale PA

Circle	# Cars	# Finalist	Weigh-In	Race Time
Stargazers	9	3	8:40	9:00
Sacagawea & Seekers	10	3	9:10	9:30
Flying Eagles	14	4	9:40	10:00
Indian Valley Explorers	9	3	10:10	10:30
<i>Wildcard Round</i>	29	5	-	11:00
Total Racers	42	18	FINALISTS START @ ~11:30 am	

**** Race Times are Approximate ****

Food:

- Snacks will be available (Donuts, Coffee, Juice, Hot Dogs, Candy, etc)
- Please Assist: As soon as your circle is finished with their heat races, please take a turn manning the snack bar!

Co-Sponsored by the Stargazers and the Boys AG program.
Any questions please Greg Pinciotti at (267) 664-1216.

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PINEWOOD DERBY RULES

- Finished Dimensions and weights shall not exceed:
Length – 7.5” Width – 2.75” Height – 3” **Weight – 5.0 oz**
- No sharp points or other parts that can interfere with or overhang the starting pegs and starting line are permitted.
- Car must be constructed from the wood block supplied by the expedition
- Axles, wheels and screws (for holding wheels) must be those supplied with the Car Kit. Washers, bushings, spacers and / or sleeves on the wheels or axles are not permitted. All cars must have 4 wheels.
- Manufacturing defects may be removed from the wheels, but the wheels may not be modified from their original shape and thickness.
- **Dry powered graphite is the ONLY lubricant permitted**
- Cars must be freewheeling. No starting attachments or assistance is permitted.
- If it didn't come in the basic kit, it isn't allowed. Exceptions are paints, stains, decals, drivers, and necessary weights.
- Only one car is allowed to be raced per registered child.

Elimination: A minimum of three lanes will be used in each race

Rules: All races will be divided into heats by circle. During each heat, the last car to finish each run will be given an “X”. Three X's will eliminate that car from the heat. The last 3, 4 or 5 cars remaining from each heat (determined by the number of cars in that heat) will advance to the Expedition Finals. Those eliminated from the circle heats will be placed into the Wildcard Heat.

Wild Card Heat:

At the commencement of the Wild Card Heat, the last two cars to finish a race will receive an “X”. Once the number of remaining cars has been reduced to 10, only the last car to finish a race will receive an X. The last 3, 4 or 5 cars remaining in the Wildcard Heat (determined by the number of open finalist spots) will advance to the Expedition Finals. This year (2012) 18 finalist trophies will be awarded.

Expedition Finals:

The number of cars from a circle to qualify for the Expedition Final will be based on the number of cars actually racing in the circle heat. Circles may be combined to create equivalent size circle heats. 4 to 6 cars qualify 2 finalists. 7 to 10 cars qualify 3 finalists. 11 to 13 cars qualify 4 finalists. 14 or more cars qualify 5 finalists. At the commencement of the Expedition Finals, the last two cars to finish a race will receive an “X”. Once the number of remaining cars has been reduced to 10, only the last car to finish a race will receive an X. This will continue until we crown the Pinewood Derby Champion.

Weigh-In Rules: Cars will be weighed in and assigned a number prior to their first heat. All preparation to cars (e.g. graphite application) must be completed prior to the official weigh-in. Once the car has been weighed and assigned a number, it will be placed on the impound table to await the start of the heat race. All cars qualifying for the Expedition's Finals will be placed on the impound table following their qualifying heats, with the others being placed on the impound table for the wild card heat. No additional maintenance or application of graphite will be permitted between heats and the Expedition Finals. Only damaged cars may be repaired prior to the Expedition Finals. Finalist cars will be assigned a number in the order in which they qualify for the Expedition Finals.

Lane Assignments: During all races, the maximum number of lanes possible will be used. Lane assignments will be assigned at random

Final Qualifications will be made by the sponsoring circle.
The sponsoring circle reserves the right to resolve all rules, questions and disputes.