Heritage Trails Derby Day
OUTLAW DERBY
RULES – 2020

This year's Outlaw Derby will be held on Saturday, March 28th, 2020. The race runs from 3:30 pm to 4:30 pm and is being held at the St. Paul’s United Methodist Church, 45 First Avenue, Red Lion, PA. Inspections for the Outlaw Derby will be open from 10:00 am to 1:30 pm. Registration fees for the Outlaw Derby are $5.00 (see separate registration form to register). This event has one division and is open to all scouts, siblings and parents. The registration fees cover the cost of the trophies for 1st, 2nd, and 3rd place in this event.

Food, snacks and drinks will be sold at a minimum cost. Proceeds gained from these sales will be used to help cover the costs of the District Derby. The host Pack for this year’s Derby Day is Pack 28, Red Lion, PA.

What is an Outlaw Derby?

An Outlaw Derby is a Pinewood Derby with rules that are either identical or more lenient than the standard scout rules. It is generally done so that other family members besides the Cub Scout can build a car and enjoy the Pinewood Derby experience.

At the Pack level, Outlaw races sometimes serve a double purpose, by providing another race for the Scout to race in if a situation arises that prevents the Scout from being in his official race (for example arriving late and missing his race time, or being unable to make last minute modifications to his car and it has to receive a disqualification). In these cases, the Scout gets a reprieve from his mistake and still has the opportunity to see his car race.

General Rules & Regulations

The Outlaw Derby is open to any scout, sibling, or parent in the Heritage Trails District. Outlaw racers will be in one division. Each car must pass inspection by the official Derby Inspectors before it will be allowed to compete. The Derby Inspectors have the right to disqualify any car that does not meet the specifications stated in this document. If at inspection a car does not pass, the owner will be informed of the observed problems and will be given until the end of the official registration period in which to correct the problem. If the car fails inspection the owner must fix it and then wait in line for another inspection. After inspection all cars will be impounded until the start of the derby. Once it is impounded, it cannot be handled again by racers until the derby has ended (no exceptions). Only one car may be registered per person in the Outlaw Derby and that person must be present at the time of inspection. A car that is currently impounded in another event prior to the start of the Outlaw Derby cannot participate in this event. We recommend building a separate car specifically designed for this event, as this usually gives you the best results. The Derby Inspectors reserves the right to allow minor variances to the inspection points, as long as no advantages are perceived.
Scoring will be done using a point based system that is fitted to a Partial Perfect N racing method. Points will be awarded for 1st, 2nd, & 3rd places within each heat (1st Place = 1 point, 2nd Place = 2 points and 3rd Place = 3 points). All cars will have an equal amount of runs down the track and each car will run at least once on each track lane. If a car comes off the guide rail and interferes with another racer's car the heat will be run again. If a car leaves the track without interfering with an opponent, it shall be considered to have ended its heat at that point. If a car leaves it's lane in three runs during the day then it shall be disqualified. If cars are leaving the track, the track chairman may decide to inspect the track at his discretion. If a track fault is found which probably caused the problem, the track chairman may order the track to be repaired and the race heat to be rerun. If the car becomes obviously damaged for any reason, repairs will be allowed within a time limit chosen by the track chairman. If the damage occurred during the running of a heat, the re-running of that heat will be up to the discretion of the track chairman. If, during a race heat, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner, with others placing respective to the distance they traveled. After each race heat the cars are to be returned to the pit area. The order of finish, as determined by the track sensors, will be documented by the race computer. Any point ties will be settled by the race computer, which will base its decision on actual speed times and comparisons to mutually raced opponents. If any other condition seems to create a problem with the race and its outcome, it may be run again at the sole discretion of the track chairman. Good sportsmanship is expected from everyone involved.

Post Tear Down Inspection

Because this is a sanctioned BSA event, the derby officials are going to be very particular in enforcing that entrants are using BSA wheels and axles on the car. The officials know that forcing entrants to remove a wheel so they can see the axle during inspections, takes the chance of ruining that entrants alignment on the car. Due to this, the inspectors will not be checking to see if the axles are BSA approved during inspections; however, all three winners of the Outlaw Derby, in both the Youth and Adult Divisions, will be required to remove one wheel of the Inspector's choice after all races have ended, so that they can verify that the axles are indeed BSA axles. If the axles are BSA, winners will then be declared in accordance to the race results.. If the axles are not BSA, the racer with the infraction shall be disqualified as a winner. Note: Do NOT remove the tips of your axles when designing your car as this is the primary way to tell that the axles are BSA.

Length, Width, and Clearance

1. Maximum length shall not exceed 7 inches.
2. Maximum width (including wheels) shall not exceed 3 inches.
3. The car should have a minimum of 1.75 inches clearance between the inside edges of the wheels across the width of the car. This width straddles the track lane's center guide rail with some room on either side, but not so much that the cars will bump each other if they are at or below the right width.
4. The minimum clearance between the bottom of the car and the track surface should be 3/8 inch so that the car will clear the center guide strip on the track (especially when transitioning through the curved section of the track.)
Weight, Design, and Appearance

5. Maximum allowable weight is 5 ounces, using the official race scale. This scale will be the only scale used for official registration.

6. Details such as steering wheel, driver, spoiler, decals, painting and such, are permissible as long as these details do not violate any other rules in this document (especially rules 1 through 5). All details must be securely fastened to the car and must not be movable.

7. The car must be free-wheeling with no starting devices and the car body may have no moving parts. Working engines, propellers, or motors are prohibited. Non-working engines, propellers, or motors are permissible as details (see rule #6).

8. The car must be built by the entrant. Finished cars made by someone else are prohibited (including finished cars purchased off of internet sites, such as Ebay).

9. No obscene drawings or profanity is allowed on the car. Cars having decorations with themes unsuitable for children may be banned entirely.

10. All cars must have been built in the time period since the last year's derby. Cars raced in previous years derbies are prohibited from racing in this year's derby.

Wheels and Axles

11. Wheels and Axles must be Official Pinewood Derby BSA Wheels and Axles (either from the official box kit or from the wheels/axles sets).

12. Axles may be modified. We recommend removing the burrs from the nail, polishing the nail shaft, and tapering the nail head to reduce friction. Axles may also be grooved if desired. Note: Do not remove the tips of the axles as they are the primary way to determine that the axles are BSA.

13. Wheels may also be modified; however, wheels must still be recognizable as BSA official wheels. The words “BSA Pinewood Derby” or “Official BSA” must still be readable either on the outside or inside of the wheel. We recommend sanding or shaving the tread area of the wheels to help make the wheel perfectly round and reducing the tread area to make the wheels lighter.

14. Axle placement may be altered. Front and rear axle locations can be moved. You don’t have to use the precut slots in the pinewood block for axle placement.

15. Wheel bearings, washers, and bushings are prohibited on the wheels and axles. Note: Washers and steel balls can be used elsewhere on the vehicle for weighting purposes. They cannot be used in any manner that might enhance the performance of the wheels.

16. The car shall not ride on or use any type of spring (or similar device such as soft plastics).

17. All types of lubricants are allowed; however, any excessive lubricant must be removed before check-in. Cars found with excessive lubricant will be returned to the entrant for “clean-up” before being impounded.

Questions

If you have any questions pertaining to registration, volunteering or the rules within this document, please email Michael Adelberg (Michael.Adelberg@scouting.net) for clarification.