

2020 Mecklenburg County Council Pinewood Derby Championship at NASCAR Hall of Fame on March 21, 2020

Outlaw Car Race

I. The Boys/Adults:

- A. A parent of an active Cub Scout and Past Cub Scouts are allowed to enter the Council Championship Outlaw Car Race.
- B. Each Pack can enter a Maximum of five cars.
- C. All Pack entries must be registered for the Council Championship Outlaw Car Race and fees paid (if any are required) no later than 14 days before the Council Championship Outlaw Car Race. Late entries will be accepted up to 7 days before Race Day with an additional late fee of \$20 per car. No entries will be accepted after 7 days before the race.

II. Car specifications:

- A. Pinewood Derby Kit: Each entry shall be constructed from an Official BSA Derby Car Kit for the current year. A new car must be constructed for each year.
- B. Car Body: The wood block provided with the kit must have been used. The block may be shaped any way that is desired. Note the track utilizes a launching mechanism that holds the car in pre-launch position at the center of the front of the car. No part of the front of the car will be allowed to extend past the starting pin.

III. The Derby:

- A. The car entered into the Derby must be built the year of the race season. **NO REPEATS or REPAINTS allowed.**
- B. No MCC Council past Outlaw Car Champion Car is allowed.
- C. A complete car purchase from third party is not allowed.
- D. The car entered into the Derby may not be sent to third party facilities for tuning or other performance enhancements.
- E. The race will be run utilizing a 2 lane wooden track with mechanical starting pins/blades without an electronic timing system. No car will be allowed to race if the mechanical starting pins/blades cannot retain car without human interference. Each car will race in a double elimination format with visual judging of who crosses the finish line first. In the event of a tie, the cars will be re-raced with cars changing lanes.
- F. All entrants must be checked-in and impounded in pits within the allotted check-in period. No entrant for any race will be accepted after Official Check-in period is closed.
- G. After a car goes thru Official Check-in and placed into impound in the pits, it cannot be touched by anyone other than Race Officials.
- H. Under no circumstances will any lubrication be applied to any axles or wheels once car is placed into the impound pits. This includes a car that has lost an axle or wheel during a race and has been allowed by the Race Official to be repaired.

- I. Anyone touching or attempting to touch another racer's car without expressed permission of the car owner/racer and under supervision of Race Officials, will be asked to leave the race area. If this person is a racer, his car will be disqualified.
- J. If a car is broken during the derby, at the sole discretion of the Race Official, may allow it to be repaired and re-check-in to the Race Official for re-inspection.
- K. If during the race a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
- L. If during a race a car leaves its lane, at the sole discretion of the Race Official, the track may be inspected and if the track is found at fault which caused the initial violation, the Race Official may order the race to be rerun after track is repaired.
- M. If during a race no cars reaches the finish line on the track, the car that went the farthest in its lane shall be declared as the heat winner.
- N. No car will be allowed to be entered in the Derby unless the Past Cub Scout owning the car is present at race. The Past Cub Scout racing the car must be the individual entering the car for inspection and official check-in.
- O. Any person displaying poor behavior, making negative comments or showing bad sportsmanship will be asked to leave race area. Past Cub Scouts need to remember the qualities of good sportsmanship.
- P. Decisions made by Race Officials and Judges shall be final.