Lutheran Girl Pioneers

International Pinecar Derby Rules
Rules for entering & racing your derby car

**Contents of the Pinecar Kit sold by the
Lutheran Girl Pioneers National Office:**
1 pine wood block, 4 wheels, 2 axles,
a strip of 5 hub caps, and instructions

These rules are effective as of October 1, 2018

**and will be the official rules for the
2019 International Derby**

LGP Racing & Craft Specifications

1. **KITS**
   All cars must be built from Pinecar kits sold by the Lutheran Girl Pioneers National Office and must use axles. All cars may only be entered once in a District and International Pinecar Derby.

2. **WIDTH**
   If a car is participating in the race competition of a Pinecar Derby at any level (Caravan, District or National) its overall width shall not exceed 2 and 3/4 inches. The wheels, pipes, fenders, or other items must be considered as part of the overall width. Wheels must remain outside of original block width.

3. **LENGTH**
   Total length shall not exceed 7 1/4". Original axle slots and spacing between axles must be used.

4. **WEIGHT**
   Total weight shall not exceed five (5) ounces. No materials that can fall off during a race are permitted in or on the cars. Embedded and undercarriage weight may be added but must not be part of the design of the car. Undercarriage weight must leave the clearance noted in #6. Be aware that undercarriage weight may hang up on the braking systems at the end of some tracks and cause the car to be thrown off the track.

5. **BEARINGS**
   Wheel bearings and bushings are prohibited. Metal or plastic washers and spacers are considered bushings and not allowed. Axles and wheels provided in the kit must be used. Wheels may be modified. Axles may not be cut.

6. **CLEARANCE**
   Each car should have a minimum of 5/16" between chassis and road bed.

7. **DESIGN**
   The finished product must have 4 wheels.

8. **ATTACHMENTS**
   All cars must be made from a normal official Pinecar Derby Kit sold by the National LGP Office (4 wheels, 2 axles and pine wood block). Paints, stickers, and decals may be added. No other commercially prepared products may be added to the design of the car. Pipes, windshields, fenders, and other attachments may be made from parts of the original block that were cut away.

9. **LUBRICATION**
   Any type of lubrication is permitted on the wheels and/or axles but must be applied before the car is entered in the race.

10. **HELP**
    Each participant is to build the car with as little help from adults as possible. Adult advice is encouraged. A new car must be build each year.

Craft cars need to follow the racing car building rules, with one exception:
Craft cars can exceed the width noted in rule #2.

Cars that do not meet specifications may be disqualified.

Local Caravan and District rules may vary, but cars wishing to participate in the National Derby must conform to the Lutheran Girl Pioneer National Pinecar rules.

Rules for Entering and Racing Your Derby Car in the International Derby

1. **REGISTRATION**
   The Lutheran Girl Pioneer International Pinecar Derby is open to all Lutheran Girl Pioneers that have a **current paid national membership and that have placed as winners in their respective district derby race. Eight cars for speed and 8 cars for craft (4 Sunbeam, 4 LGP) will be allowed from each district if a district race has been held.** It is strongly encouraged that districts hold a District Race. If that is impossible, caravans within that district may enter 5 cars: 2 for race and 3 for craft. Each girl may enter only 1 car. The car may be entered for only one category—either speed or craft. The Sunbeams will have their own craft category.
   Any car entered a previous year cannot be re-entered in following years. It must be newly built car each year.

2. **ENTRY FEE**
   An entry fee per car entered for each category will be established. This fee will be used to help defray the cost of awards and site expenses.

3. **NUMBERING**
   Each car entered will be assigned a number at the time of registration.

4. **ORDER OF RACING**
   We use a computerized system of setting up races. Cars are raced in random order set by the computer.

5. **GUIDELINES FOR THE RACE**
   Each car will run once on each of six lanes (ensures fairness). Overall results will be based on the cumulative time of the races, not points. Cars will not be eliminated until the final, "Championship Round." One "bad" race won't penalize a racer and any particular car could be racing until the final race. Instead of a series of heats, there will be one long series of races equal to the number of cars entered. The races may be paused at any time for a break. A list of races and who is in each race will be posted as soon as all cars have been registered.

6. **FINISH**
   An electronic finish device that picks all places, will be used at the finish line to determine the placement of all the racers.

7. **LEAVING THE TRACK**
   If any car leaves the track on its first run the heat is declared no contest and will be rerun. If the same car leaves the track on a second run the car is disqualified. The race is then rerun with a new car added. In extenuating circumstances the judges will make the final determination.

8. **ADJUSTMENTS DURING HEATS**
   No adjustments or repairs are to be made once the racing begins. If adjustments are made after a car has been registered, the car must be re-inspected and weighed before competing. If something becomes loose, breaks or falls off during the race the car may still continue to run as long as it does not endanger another car or the track. If by racing, the car might cause damage to the track or interfere with another car, the car will be disqualified at the starter's discretion. Hub cap repairs will be made by the race officials.

9. **CRAFT JUDGING**
   Scoring will include the following categories:
   A. Detail of design   B. Painting   C. Quality of workmanship
   D. Symmetry   E. Originality of design.
   Each car will be judged on each category and given a score of 1-10. The total points of each car are added together. All judges scores will be added together to determine winners. The car with the most points is the first place car. This continues until all places have been determined. All judges will work independently. The underside of the car will not be included in the judging.

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