

## OFFICIAL DISTRICT RANGER DERBY RULES

The following are both national and district guidelines and specifications for the Ranger derby car taken from *Pinewood Derby Racing*, available from Gospel Publishing or through the [Royal Rangers online store](#). These guidelines and specifications will be used at national, regional and district Royal Rangers-sanctioned events. A contestant may enter only one car per racing class.

1. In order to be eligible for competition (either racing or workmanship), a car must fit on and roll down the track without interfering with any other car.
2. Cars must meet the following specifications. **Note:** Check the kit block before you start to make sure that it does not exceed any of the requirements.

<b>Maximum Length</b> (including all attachments)	7 1/2"
<b>Maximum Width</b>	2 3/4"
<b>Maximum Height</b>	3"
<b>Maximum Weight</b>	5 1/2 oz. (156 grams)
<b>Minimum Under-Car Clearance</b>	3/8"
<b>Minimum Distance Between Wheels</b>	1 3/4"

3. Ranger Derby cars must be made from [Royal Rangers kits sold by Gospel Publishing House](#) or Boy Scout Pinewood Car Kit. The contestant must use the parts provided in the kit for their intended use.
4. The contestant may add weights to the car in order to bring the car to the maximum allowed weight. Weights must be an integral part of the car. They may be placed inside the block, mounted as an ornament, or be otherwise permanently attached. Weights may not be taped or set on a car. If weights or any other part of a car comes off during a heat, the heat will be re-run. If the same car or parts leave the track again, the car is disqualified from racing. No race will be delayed while repairs are made.
5. Once a car has been registered, no further work may be done to it. A place should be designated to lubricate and work on cars before they are registered. REGISTRATION of Ranger derby race cars takes place Saturday between 9:30 a.m. - 10:00 a.m. After registration, the cars are impounded until race time. See the schedule for race times. All participants be present to race their cars. At least ONE adult representative from each outpost must attend both registration and the race with the boys.
6. The racing classes are as follows: A. Ranger Kids B. Discovery Rangers C. Adventure Rangers D. Expedition Rangers E. Open Class F. Workmanship/Design
7. **Grand Champion:** All first through third place winners in each class may compete in the final racing after all other races are completed. This competition will be called "Grand Champion."
8. **Workmanship/Design:** Each contestant may enter one car in this event per class they enter. It does not have to be the same car entered in the race, but it must meet the same qualifications (fits on and is able to roll down the track) as cars entered in the race classes.
  - A. The judges will not converse while judging.
  - B. Any comments will be in writing and consist of the car number and score using the "Workmanship Judging Scoring Sheet."
  - C. Score sheets will be given to the officer in charge as soon as judges have completed judging.
  - D. Cars will be judged for the following:
    - Originality:** How much creative thought went into the design? (Score 0-20)
    - Craftsmanship:** (The skill the workman showed in cutting, carving, sanding and detailing

the car.) Did the owner make the car's extra ornaments or were they something bought and attached? (Score 0-50)

**Color and Appearance:** What is the outward appearance? Is the painting of the car appealing? Are the color and paint even all over? Is the appearance pleasing to the eye? (Score 0-30)