

BIBLE BOWL 2010

- No more than 6 Pathfinders on a team.
- You may have more than one team.
- All questions come from the **Exodus 2 - 20**. New King James Version.
- Each team should have a captain. (The captain makes the final decision on the answer.)
- Each team needs a scribe to write the answers.
- Each team needs a carrier to take the answers to the judge.
- You have 15 seconds to write an answer and bring it to the judges table.
- Your leaders can join an adult team.

- The Pathfinders must be between the ages of 10 and 17.
- The 17 year olds must have turned 17 after September 1, 2009.

- All teams receive a medal bar for their Bible Bowl pins (paid for by each club).
- The team that answers the most correct answers receives gold and the teams that get within 90% of the 1st teams receive gold also.
- Any team that gets within 80% receives silver bars.
- All other teams receive bronze bars.
- You will receive your medals in the mail after the Bible Bowl or at the Spring Camporee.
- Your club will need to pay for the Bible Bowl pins & medal bars before you leave today. We still have clubs we have not received payment from for last year!
- Please bring the money or check already made out to NNEC.
- The Pins cost \$3.75/each and the bars cost \$1.50.
- Everyone will need a bar but you only need a pin (to hold the bar) if you do not already have one.
- Don't forget to order for your leaders.
- Any questions, contact Rocky Schlager (207) 585-2389 or schlager@tds.net

2010 Pathfinder Rally Pinewood Derby Rules

The purpose of the rules is to provide a reasonable and level playing field for all contestants. Please read and heed the rules so your car will qualify to race! 2010 changes are in **BOLD**.

Race Car Rules

1. **WIDTH:** Car cannot be more than 2 ¾ inches wide.
2. **LENGTH:** Car cannot be more than 7 inches long.
3. **HEIGHT:** Shall not exceed **3 inches**.
4. **WEIGHT:** Finished car cannot weigh more than 5 ounces. The weight shown on the Official Race Scale is final. All car parts and materials must be firmly attached. To increase the car's weight, add wood or metal. Do not allow weights to hang below the bottom of the car too low as they may rub on the track lane guides and slow your car down (if using a wooden track).
5. **WHEEL PLACEMENT:** The car body must be at least 1 ¾ inches wide at the axle. Axle slots may not be changed and the use of pre-existing holes is required. It must clear the ground by at least 3/8 inch. The four wheels, two on each side of the car, must be placed such that the car will straddle the lane guide and maintain all four wheels in contact with the surface of the track.
6. **OFFICIAL PARTS ONLY:** Each car must be built using the wood block, wheels, and axles provided in the Pine Car kits, available with the group order. If you miss the order, you will be responsible for obtaining the same kit that the rest of the clubs will be using. (Contact **Roger Wilday**, Woodstock) Wheels, axles, or car bodies not provided in the kits cannot be used.
7. **WHEELS AND AXLES:** You may polish the axles. You may lightly sand the wheels to remove the molding seam on the tread. No other wheel changes are allowed. You may not use bearings, washers, or bushings.
8. **SPRINGS:** The car may not ride on any type of springs.
9. **DETAILS:** Details such as a steering wheel, driver, decals, painting etc. are permitted, even encouraged. The finished car with details must meet the maximum length, width, and weight rules. Cars with wet paint or glue will not be accepted.
10. **ATTACHMENTS:** The car must be free-wheeling with no starting **or powering** devices.
11. **FRONT:** The center of the front of your car must be the most forward part of your car due to the track starting device on the wooden track and scoring sensor on the metal track.
12. **LUBRICATION:** Use dry powdered graphite **ONLY**. You may not use any other lubricant, especially oils and silicone sprays. No graphite may be applied after car inspection.
13. **INSPECTION:** Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will disqualify any car not meeting these rules.
14. **CURRENT BUILD:** The car must have been made during the current Pathfinder year. **No portion of another year's car may be used, including wheels and axles.**

Race Ground Rules

1. GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED. Race Officials may ask anyone not following this rule to leave.
2. If a car jumps off the track or interferes with another car, the heat will be run again. If it happens again, the Race Officials will determine how to proceed.
3. If a car breaks down, the Pathfinder is allowed five minutes to fix the car. If the car cannot be fixed in five minutes **be disqualified.**
4. Only Race Officials are permitted inside the track area.

Race Procedures

1. There are three standard divisions that cars may be entered in: Junior Pathfinders (ages 10-12), Teen Pathfinders (ages 13-16), and Staff/Adult (ages 17-100). There is also a pro-modified division, see below for rules. Awards for fastest car, best craftsmanship, and the most creative car will be awarded in each division.
2. Each Pathfinder must bring her or his car to the Inspection Table. You must specify which end of your car is the front. If the car fails to meet the inspection rules, the Inspectors tell the Pathfinder the exact problems. The Pathfinder may change the car to meet the rules. After three attempts to pass inspection at the Official Inspection Committee table, your car will be disqualified. **“Remember the race officials are the final word.”** Cars that pass inspection will be registered by the officials. Please measure and weigh your cars before the registration begins to be sure the maximum height, width, length, and weight is not exceeded. This will allow ample time to make adjustments. Your local post office or supermarket deli is a good place to weigh your car before race day. (A faster registration process will ultimately allow more time for racing as we are able to modify our race format to the time available)
3. After registration, Pathfinders may not handle their car again unless they are fixing the car, as allowed in Ground Rule 3, Official Starters will place the cars on the track, and cars cannot be removed from Starter’s Table without official’s permission.
4. Craftsmanship and Creativity will be judged by local expert artisans once registration closes.
5. The speed competition will be decided by a track timing device, using average speed of heats, and verified by the timing official.
6. Officials present racing awards at the end of the competition.

Pro-Modified Division

This division is for those Pathfinders or Staff/Adults who desire to design a car using parts that are not allowed in the standard division, usually to increase speed. (This division should not be used to earn the basic Pinewood Derby Honor)

The same Race Car Rules apply from above with the following exceptions

1. You may use a pre-cut car ‘kit’ or design a custom car body
2. Straight axles are allowed
3. You may modify or replace the axle grooves in the wood body if you desire
4. Any wheel type will be allowed
5. All 4 wheels do not have to touch the ground (you do not even need 4 wheels if you are creative enough and the car will track properly)
6. Wheelbase may be modified (front to back can be adjusted significantly, be careful of the side to side wheel base to meet the track requirements of max width 2 ¾ inches and 1 ¾ inch minimum car body width at the axles)

Thank you for being a part of our Pinewood Derby!