BLUE VENOM

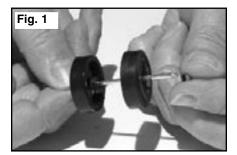
PINECAR® DERBY™ SPECIFICATIONS

- 1. Maximum racer size, including wheels, is 7" long, 2 3/4" wide.
- 2. Minimum racer width between wheels is 1 3/4"
- 3. Minimum clearance between racer and track is 3/8".
- 4. Maximum racer weight is 5 oz. (142 g.). Metal, wood or plastic may be added.
- 5. No wheel bearings, bushings, springs, starting devices, loose or moving weights, or parts are allowed.

Racers that do not meet specifications may be disqualified. Local rules may vary. Wheels and axles should be the same on all racers in a race. OFFICIAL BSA WHEELS AND AXLES WILL FIT ON ALL PINECAR RACERS™. PineCar offers a variety of accessories for speed and design. Remember, as you build your racer, most local Derby Officials also present separate craftsmanship awards for the best-looking racer entries!

KIT CONTENTS

Description	Quantity	Description Quar	ntity
1. Pre-cut block	1	13. Blue Sealer/Paint	1
2. Front fenders	2	14. Gloss finish	1
3. Rear fenders	2	15. Foam paintbrush	1
4. Bumper heads	4	16. Accent paint strip (black and silver) .	1
5. Side exhaust pipes	2	17. Accent brush	1
6. Driver (head and body)	1	18. Wheels	4
7. Windshield	1	19. Axles	2
		20. 5-piece hubcap strip	
9. Rollbar	1	21. Incremental weight	1
10. Hood scoop	1	22. Screws	2
•		23. Decal sheet	
12. 220-grit sandpaper	1		

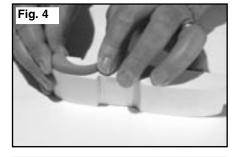




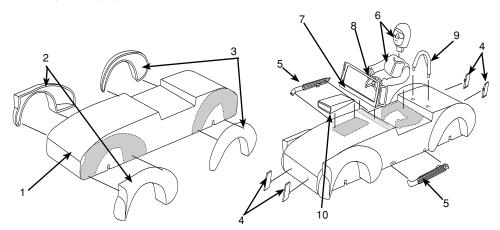












INSTRUCTIONS

Read through all instructions before beginning your project.

Tools required for easy assembly: hammer, screwdriver, glue and pliers.

Weigh racer parts

Weigh all racer parts before assembling. Make racer slightly overweight. The heavier your racer, the faster it will go. Break weight increments off if needed. Remember, you can take weight off the day of the race, but may not be allowed to add weight.

• Test fit wheel and axle assemblies (Figs. 1 and 2)

Put two wheels on one axle. Be sure outside of wheels face correct direction and install hubcaps (Fig. 1). Repeat with other axle. Center axle assemblies over axle slots on racer bottom. Make slots correct size by gently tapping axles into slots with hammer (Fig. 2). Both wheels should clear racer body enough to spin freely. If not, sand sides of racer body until they do. Remove axle assemblies and set aside.

• Prepare wooden body (Fig. 3)

Sand entire racer with medium sandpaper, then sand with fine sandpaper, removing all sanding marks. Wipe sanding dust off.

TIP: Use PineCar Body Putty (P3928) to fill gaps, cuts or scratches. Putty can also be used as a smoothing compound. If needed, sand racer to remove putty residue.

• Test fit body details (Fig. 4)

Test-fit front and rear fenders, side exhaust pipes, rollbar, bumper heads, steering wheel, driver, windshield and hood scoop to racer with wheel assemblies on, to ensure proper clearance of **body details.** If needed, sand area to accommodate fenders and bumper heads. Glue front and rear fenders to racer with PineCar Super Glue (P381) or PineCar Formula Glue™ (P384). Allow glue to dry thoroughly. Remove wheel assemblies.

Seal and paint (Fig. 5)

PineCar sealer/paint is a combination sanding sealer and paint. Paint two or more coats of paint on entire racer. Rinse paintbrush well after each coat. Allow each coat to dry thoroughly and sand lightly between coats. Do not sand after final coat.

NOTE: PineCar sealer/paint is non-toxic and water-soluble. It may be thinned with water if necessary.

Paint detail parts (Fig. 6)

Before painting, glue driver's head to the body and steering wheel to driver's hand. Allow glue to dry thoroughly. Black and silver accent paint may be used to paint side exhaust pipes, rollbar, bumper heads, steering wheel, driver, windshield, hood scoop and wheels.

Attach details

When paint has dried, glue all parts, except bumper heads, rollbar and wheel assemblies to racer. See picture for placement.

Attach bumper heads and rollbar

Bumper heads and rollbar have small nubs where they attach to racer. You can sand nubs off and glue details directly to racer. Or, test-fit details and mark where nub meets racer body. Use a safety pin to hollow out space for nub. Then glue bumper heads and rollbar onto racer pushing nubs into holes.

Apply decals (Fig. 7)

Test fit decals, trim if needed. Apply decals to clean, dry, dust-free surfaces only. Pull up decal from backing sheet and place on racer.

Apply gloss finish (Fig. 8)

Apply several coats of gloss finish with foam paintbrush. Allow gloss finish to dry between coats. Don't forget to rinse brush after each use.

NOTE: PineCar gloss is non-toxic and water-soluble. It may be thinned with water if necessary.

Attach weight (Fig. 9)

Turn your racer on its top, with a soft cloth under it. Attach weight to bottom of your racer with screws. Axles must be flush with bottom of racer to allow 3/8" clearance. Weigh racer. Remember, the heavier your racer, the faster it will go. Make your racer slightly overweight. On race day break off excess weight with pliers if needed.

Attach wheel and axle assemblies (Fig. 10)

Center axle assemblies over axle slots and gently tap into slots with small hammer. Glue on axle assemblies with PineCar Super Glue. Lubricate axles with Hob-E-Lube® Dry Graphite (P358) or Dry White (P355) where wheels rotate (by wheel hubs). **NOTE:** Liquid lubricants may damage wheels.

Add details and accessories to your PineCar® Racer™ from the complete line of PineCar products. For more products, tips and techniques, see "Building PineCar Racers" video (VHS-P3940, DVD-P3941), read the "PineCar How-To-Book" (P383) or visit www.pinecar.com.







