

Pinewood Derby Rules

Ground Rules:

- 1) The race is open to all Cub Scouts and Webelos Scouts registered in Pack 7.
- 2) Cars should be built with some help from an adult and not the other way around.
- 3) There will be a separate race for the Pack 7 adults for a traveling trophy.
- 4) Cars must have been made for this race. Cars from a previous derby are not permitted.
- 5) Each car will race four times against different cars, conducted according to age classification.
- 6) Total Points of the four races will determine 1st, 2nd, & 3rd places. The lowest total would be 1st place, etc.
- 7) Tiebreaker races will be run after all other races are complete by sudden death elimination.
- 8) If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.
- 9) If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- 10) If a car suffers a mechanical problem, loses an axle, breaks a wheel, etc., and a repair can be accomplished in a reasonable time, the heat will be run again. If not, the car will automatically lose the heat.
- 11) Once the race is started, the car cannot be modified.
- 12) There will be two judges at the finish line. The winner of each heat will be determined by the electronic timing device. If the electronic timer fails the two judges will have to agree on the winner or the heat will be re-run.
- 13) Only race officials will be permitted into the registration and track area. This rule will be strictly enforced.
- 14) Only race officials will handle the cars after the final inspection at registration.
- 15) All cars must be registered by 6:15 p.m. the night of the race. Please come early to get registered.

Length, Width, & Clearance

- 1) Maximum overall width (including wheels and axles) shall not exceed 2-3/4".
- 2) Minimum width between wheels shall be 1-3/4" so the car will clear the center guide strip.
- 3) Minimum clearance between the bottom of car and track shall be 3/8" so car will clear the center guide strip.
- 4) Maximum length shall not exceed 7".
- 5) The wheelbase (distance between front and rear axles) may not be changed from the kit body distance.
- 6) A flat area on the bottom is needed for the registration tag.

Weight and Appearance

- 1) Weight shall not exceed 5 ounces (141.75 grams). The readings of the Official Race Scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- 2) Mercury shall not be used for adding weight. It is a potential health hazard.
- 3) Details such as steering wheel, driver, spoiler, decals, painting, and interior details are permissible as long as these details do not exceed the maximum length, width, and weight specifications.
- 4) Cars with wet paint will not be accepted.

Wheels and Axle

- 1) Only the official Scout Grand Prix wheels and axles provided in the kits can be used. Axles may be polished. Wheels may be lightly sanded to remove the mold projection on the tread. This light sanding is the only wheel modification allowed. Beveling, tapering, thin sanding, wafering, or lathe turning of the wheels is prohibited.
- 2) Wheel bearings, washers, or bushings are prohibited.
- 3) No wheel hubcaps allowed.
- 4) The car shall not ride on any type of springs.
- 5) The car must be freewheeling with no starting device or other propulsion.

Lubrication

- 1) The only lubricant allowed on the axles is dry powdered graphite. Graphite may only be applied prior to the start of the derby, not between rounds. Regular oils and silicone sprays may soften the plastic wheels and soil the track.
- 2) Cars may be lubricated before inspection. No further lubrication will be permitted.

Inspection and Disputes

- 1) Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection team has the right to disqualify those cars which do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules.
- 2) After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.
- 3) After the final inspection and approval you will receive a card certifying you as a qualified participant.
- 4) Any participant (including the parent of the participant) has the right of appeal to the Race Committee for an interpretation of these rules. The Race Committee, by majority vote, will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairperson will be final.
- 5) Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.

Awards

- 1) Tiger – 1st, 2nd, 3rd, & Best of Show
- 2) Wolf – 1st, 2nd, 3rd, & Best of Show
- 3) Bear – 1st, 2nd, 3rd, & Best of Show
- 4) Webelos – 1st, 2nd, 3rd, & Best of Show
- 5) Adult – 1st place traveling trophy (keep for one year and return for next years race)

If there is any changes to these rules, the changes will be brought to your attention at registration time before the race. Remember “Do Your Best”.