



# Pinewood Derby Rules



1. All cars must comply with racing specifications and building instructions furnished with the **GRAND PRIX PINEWOOD DERBY KIT**.
2. The accepted kit is a one-piece car with pleated pins for wheel axles, designated **GRAND PRIX PINEWOOD DERBY KIT** and is considered official equipment by the B.S.A.
3. All cars must pass inspection to qualify for the race. Any car not conforming will be disqualified or returned for correction. The inspection points are as follows:
  - a. The weight of the car shall not exceed 5 ounces.
  - b. The width of the car shall not exceed 2 <sup>3</sup>/<sub>4</sub> inches.
  - c. The length of the car shall not exceed 7 inches. **Do Not modify the front bumper area of the car...if you must shave material, do so at the top of the block**
  - d. The width between wheels shall be 1 <sup>3</sup>/<sub>4</sub> inches
  - e. Axles, wheels, and body wood shall be as provided in the kit. The Scout **MUST** use the provided **AXLE CHANNEL** on the wood block and not increase or decrease the wheel base of the car.
  - f. Wheel bearings, washers, and bushings are prohibited.
  - g. The car shall not ride on any kind or type of springs.
  - h. Any details added must be within length, width, and weight limits.
  - i. The car must be freewheeling, with no starting devices.
  - j. No loose materials of any kind (such as lead shot) are allowed in the car.
4. The car must have been made during the current **CUB SCOUT** year (the **CUB SCOUT** year in which the derby is held).
5. The plastic wheels cannot be reshaped or resized.

6. No portion of the car may be constructed to be in front of the track starting post.
8. By registering for the race, each registrant accepts the track, scale, scoring system, other equipment used, and lanes designated by the race officials.
9. Once cars have passed inspection, they will not be handled except by a race official. They will be placed on a table (pit area) and only removed from the table (pit) to race. **All LUBRICATION SHALL BE DONE PRIOR TO REGISTRATION. ONLY DRY GRAPHITE CAN BE USED TO LUBRICATE.** In the event of damage incurred during a race or in handling, supervised repair may be allowed.
10. If a car leaves the track, the race may be rerun (officials decision). If a car continues to leave the track, it may be disqualified.
11. If a car is damaged during a race, repairs will be allowed. The car may be moved to another heat to keep races moving. If a car is damaged in later heats, (5) minutes will be allowed for repairs.
12. If a Cub Scout cannot attend the Pinewood derby for some reason, he may use an alternate to race his car with approval of Cub master or Chief Judge. All winners/alternates must be present to accept their award.
13. An "Open" class race will be conducted and any rules or regulations will be adopted on race day.
14. The Chief Judge's decisions are final on all issues.
15. Awards will be made for 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> within each respective Cub Scout rank.
16. An award for 1<sup>st</sup> in the Open class will be made.
17. An award will be made for "King of the Hill" (fastest overall).
18. All participants will receive a patch, and the Pack will provide additional awards.
15. REMEMBER TO BRING GOOD SPORTSMANSHIP TO THE RACE! (Have respect for others, be fair & honest, be able to say "I did my best", and don't gloat if you're a winner).

ENJOY THE RACE!