

PINEWOOD DERBY RULES

1. GROUND RULES

- a. The race is open to all Cub Scouts registered in this pack.
- b. Cars must have been made for this race. No cars made for a previous derby.
- c. The race will be a timed race using an electronic timer.
- d. The participants will be divided according to rank.
- e. Each rank will have its own race, which may be divided into heats.
- f. Heats consist of 3 cars. Each car will run in each of the 3 lanes. The 3 times will be averaged and that time will be used to determine the winner of the rank race.
- g. If a car jumps off the track, the heat will be run again. If the same car jumps off the track again, it will automatically lose the heat.
- h. If a car leaves its lane and interferes with another car, the heat will be run again. If the same car interferes again, the heat will be run again without that car and it will lose.
- i. If a car suffers a mechanical problem and a repair can be made in a reasonable amount of time, the heat will be run again. If not, the car will automatically lose.
- j. Only race officials will be permitted in the registration and track area.

2. LENGTH, WIDTH, & CLEARANCE

- a. Maximum overall width (including wheels and axles) shall not exceed 2 ¾".
- b. Minimum width between wheels shall be 1 ¾".
- c. Minimum clearance between the bottom of the car and the track shall be 3/8"
Note: items b & c are so the car will clear the center guide strip.
- d. Maximum length shall not exceed 7".
- e. The wheelbase may be changed (The distance between the front and rear axle).

3. WEIGHT AND APPEARANCE

- a. Weight shall not exceed 5 oz. (141.75 grams). The readings of the official race scale will be considered final.
- b. The car may be built up to max. weight by the addition of wood or metal only.
- c. Details such as steering wheel, driver, engine, spoiler, windshield, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width, and weight.
- d. Details must be securely affixed to car. No loose materials of any kind are permitted.
- e. Cars with wet paint will not be accepted.

4. WHEELS AND AXLES

- a. Only the official Scout Grand Prix wheels and axles can be used.
- b. Wheel bearings, washers, or bushings are prohibited.
- c. The car shall not ride on any type of springs.
- d. The car must be freewheeling with no starting device or other propulsion.
- e. No axle holding devices may be used.
- f. No hub caps are permitted.
- g. Wheels must remain flat. No "Tapering", "Beveling." Or "Shaving (narrowing)"

5. LUBRICATION

- a. Only powdered lubricants, such as graphite, may be used.
- b. No liquid lubricants are allowed. Oils and spray lubricants may melt the plastic wheels and get on the track.
- c. Cars may be lubricated before inspection. No further lubrication will be permitted.

6. INSPECTION AND DISPUTES

- a. 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.
- b. Any participant or parent has the right to appeal to the race Committee for an interpretation of these rules. In case of a tie vote, the Committee Chairperson will decide.
- c. Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from competition and/or the race area.

7. MISCELLANEOUS

- a. At official Weigh-in, weight may be taken off cars found to be over-weight, but weight may not be added to cars found to be underweight.
- b. Once cars have been inspected and registered, cars will stay in the possession of racing officials. Any boy/parent touching cars will be automatically disqualified.
- c. Because of the electronic sensors at the finish line, no flash photographs are allowed.
- d. **No graphite will be allowed in the building (please apply prior to arriving at the race).**