

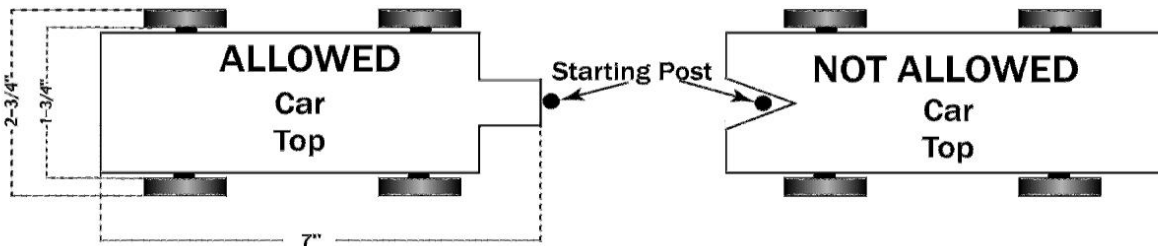


## Pack 131 Pinewood Derby Rules

DeKalb, IL

The specifications below will be strictly adhered to for the Pinewood Derby. These rules supersede the rules that were provided in the Pinewood Derby kit.

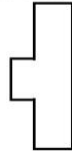
1. Cars are to be made from the Official Boy Scout Pinewood Derby Kit. Replacement kits are available from the pack or at the Scout Shop. Pre-made cars from third parties are not allowed. The front of the car must not have a notch more than  $\frac{1}{8}$ th of an inch as pictured. Pointed nose cars are hard to start. We will do our best.



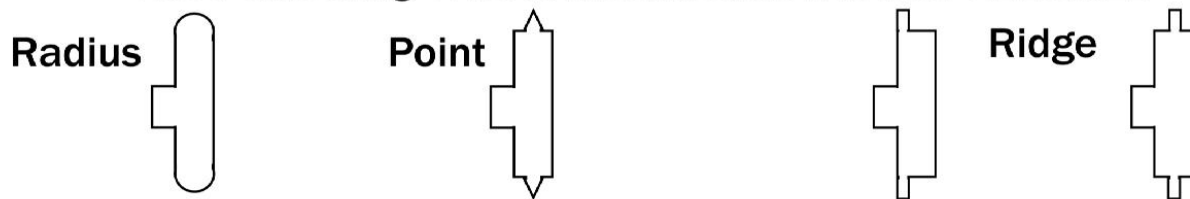
2. No part of any car can extend past the starting pins. If this happens, the car will be run backwards. If it cannot be run backwards, it will be disqualified. (Design Note: The car will be positioned against a dowel pin in the center of the car at the starting gate.)
3. Any replacement parts shall be Official Cub Scout Pinewood Derby parts.
4. Minimum ground clearance must be  $\frac{3}{8}$  inch as measured between the car and the track. Weights may need to be recessed into the body to maintain this clearance.
5. The length of the car shall not exceed 7 inches.
6. The width of the car shall not exceed  $2\frac{3}{4}$  inches. Minimum width between wheels shall not be less than  $1\frac{3}{4}$  inches. Car body can be narrower than  $1\frac{3}{4}$  inches, but the wheels must be a minimum of  $1\frac{3}{4}$  inches wide so the car will straddle the track.
7. The height of the car should not exceed 4.5 inches.
8. Axles must be firmly attached to the car. No suspension system of any other type is permitted.
9. The weight of the car shall not exceed 5 ounces. No magnets, loose or liquid materials of any kind are permitted in or on the car. The car may be hollowed out and built up to the maximum weight provided the weight is securely built into the body.
10. Wheel Bearing: Washers, bearings, and bushings are prohibited.

11. Springs: The car shall not ride on any type of springs.
12. Detailing: Details such as steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, height, or weight. All details must be permanently attached.
13. No solid axles (PineCar brand) will be allowed. Only axles as provided with the Official Pinewood derby kit will be allowed (4 nails, 1 per wheel). No wheel covers or hubcaps are allowed.
14. Wheels. Cars must be run with official BSA wheels. The wheels may not be altered with holes drilled in the side or tread width narrowed. Tread (indicators) marks on the outside edge of the wheel must be clearly visible on all 4 wheels. Only light sanding and polishing of the mold imperfections on the outside of the wheel will be allowed. A wheel CAN NOT be tapered to a sharp edge or radius (See picture).

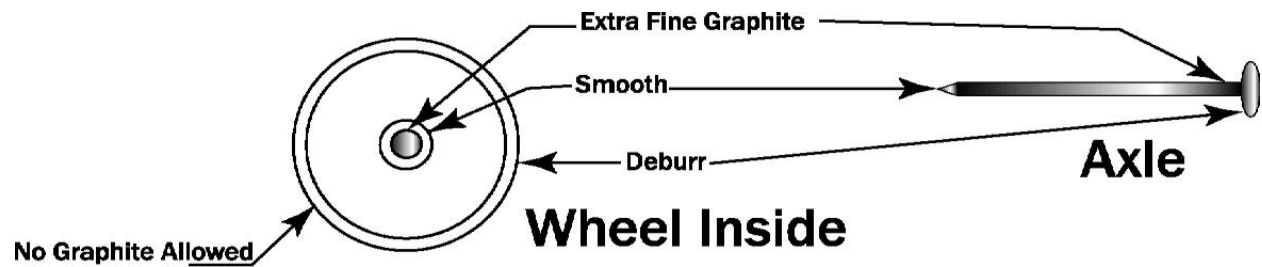
### Good Wheel Example



### The Following Wheel Modification is NOT ALLOWED



15. All 4 wheels must make full contact with the track. All four wheels must rotate, as the car is pushed from the behind and the front, within the distance of one wheel circumference or less (Approx. 4").
16. Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass or in reducing the wheel width from the original kit wheels.
17. Each car must pass inspection by the Official Inspectors before it may compete. The Inspectors have the right to *disqualify* cars which do not meet these specifications.
18. Graphite or other dry type lubricants will be the only lubricants allowed. No other types will be permitted. Lubrication must be done prior to official inspection only. PLEASE LUBRICATE THE FRICTION POINTS, NOT THE OUTSIDE OF THE WHEEL. Graphite coated wheels will NOT be allowed as they will foul a wooden track.



19. No handling of car after car receives official inspection approval.
20. Cars raced in previous years are not allowed.
21. It is intended that the cars that win in the Pack race are the cars that will run in the District Race.
22. Judges' determinations as to race winners are final.
23. Scoring: Every car will run 4 times, one time on each lane. The finishing positions for each rank will be awarded based on the lowest total time for the car after 4 passes down the track. In the highly unlikely event that there is a tie after 4 runs, (we measure to the .001), all cars that are tied for a position will draw a lane and will make one pass down that lane. The position that they finish will be used to break the tie.
24. *These specifications are designed to meet district race rules. If your car does not meet these specifications, it will not be permitted to run at the District Race.* Do not disappoint a Scout by showing up with a car that cannot and will not be run.

## Race Day Rules

1. Cars will be handled only by the Start Team at race time and placed on the track by the Scout that owns the car.
2. Car Leaves Lane: If A), during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If B) the car leaves its lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves it's lane and interferes with another car, that car will be judged last place and the race will be re-staged and re-run without that car.
3. Car Leaves Track: If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
4. Races: the official Pinewood Derby computer software will determine how the cars will race and the lane they will race on. The computer will track total times for all races to

determine rankings.

**5. Repair Rules**

- a. Car Repair: If, during the race, a wheel falls off or the car becomes otherwise damaged by another car or person, then the Racer may, to the best of their ability perform repairs to the car under the supervision and approval of a Race Official. Approved repairs will be determined by the Race Officials.
  - b. If a car has construction problems before the race, the driver may repair the car under the supervision of a committee member.
  - c. If the car is damaged in a race, the driver may repair the car under the supervision of a committee member.
  - d. If the car is not ready to race in its next designated heat, the car will earn last place for that race. If the car is repaired and becomes track-ready, no further repairs or adjustments can be made.
6. Race Conduct: Good sportsmanship & fair play is expected.
- a. Cheer for all Scouts. With your help, they have all worked hard to do their best.
  - b. Any un-sportsmanlike conduct by the Scout (or parent) will be grounds for immediate disqualification.
  - c. The race fans-Parents, Scouts, Siblings, Relatives & Friends shall not interfere in any way with the conduct of the race or scoring.
  - d. There shall be no interference with the timers or timing table & timing cables during the race.
  - e. The Derby Committee may disqualify any car that in their determination, the car or racer, siblings or parents are not in compliance with the spirit of the Pinewood Derby race.
- 7. Decisions of the Judges Are Final**
- 8. An assigned adult from the pack will impound (keep in a safe place) the top four cars to be brought to the District Race. No corrections or modifications of any kind can take place after the Pack Race.**

**Good Luck And Good Racing!**