

PINEWOOD DERBY RULES – PACK 136

RACE DAY IS FRIDAY, JAN 20th at 6:30PM. CAR TURN IN IS THURSDAY, JAN 19th from 6:00 to 8:00 PM.

All cars must pass inspection to qualify for the race and comply with the following:

The car must be constructed from the official BSA Pinewood Derby Car Kit given to each scout by the pack.

- The car must have been made during the current year (the school year in which the Derby is held).
- The width of the car must not exceed 2-3/4 inches.
- The length of the car must not exceed 7 inches.
- Undercarriage Clearance: The underside of the car should not be built down. A clearance of 7/16 inches should be maintained.
- The wheelbase of the car may not be modified; it must be the same as the official kit.
- **The weight of the car must not exceed "5 ounces" *** as weighed on the official scale ***.**
- No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided the material is securely built into the body.
- Axles and wheels shall be as provided in the official BSA Pinewood Derby Car Kit. No substitute wheels or axles will be allowed.
- Wheels bearings, washers, hub caps and bushings are not permitted.
- Modifications to the wheels or axles are not allowed. Wheels may not be altered in any way that would change their dimensions except to polish for "truing." Do not cut or mold the wheels in any way or your car will be disqualified.
- The car must not ride on any kind or type of springs.
- Details such as the steering wheels, driver, decals, painting, and interior detail are permissible as long as the addition of these details does not exceed the maximum length, width, and weight specifications.
- The car must be freewheeling with no stored energy or movable weights. No starting devices or pushing allowed.
- Only graphite or other DRY lubricant will be allowed for lubricating the wheels. No spray lubricants or oils of any kind.
- All 4 wheels from the kit must be attached to the car but all 4 do not necessarily have to be touching the track.
- Each car will be marked clearly on the bottom indicating the front of the car and name and den #.
- Only registered Pack Scouts may participate and only one car per Scout is allowed. Several cars may be built but only one car may be registered and raced. Siblings may participate in the sibling races.
- Cars may not be altered in any way after they have been registered for inspection. Some repairs will be allowed during the Derby only if they do not delay the race, but no modifications!
- If a car breaks down the scout will be allowed to fix his car before the start of its next scheduled heat. If the car is not fixed in time it will lose the heat. If this loss is the car's first the scout may continue working on his car until the start of his car's next scheduled heat. If the car is not fixed in time for the start of its next scheduled heat, and the car has already sustained a loss, the car is eliminated.
- The official race number (affixed by the inspection official) must remain on the car until after all races are complete.
- The winner is determined by the car whose nose crosses the finish line first.
- Cars with wet or sticky paint will not be accepted.
- Any car not meeting the specifications listed will not be allowed to race. **Decision of the Judges shall be final.**
- Only Pinewood Derby officials will be allowed to place the cars on the track.
- A car that jumps off the track or interferes with another car shall be moved to a different lane and the heat run again. If the same car jumps off the track a second time, the car loses the heat. If a car jumps off the track more than twice, it will be disqualified.

FUN, GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED.