



Pack 348 Pinewood Derby Rules



Car Dimension Rules

- The overall length of the car shall not exceed 7-inches.
- The overall width of the car shall not exceed 2 ¾-inches.
- This includes adding any decorations or modifications.

Derby Car Weight Rules

- The car shall **not exceed 5.0 ounces**.
- The official race scale that is used at car check-in shall be considered final.

Car Modifications Rules

- The official pine wood block must be used. The block may be shaped in any way that is desired as long it meets the rules concerning car dimensions and weight.
- No loose materials of any kind are allowed in or on the car.
- Official BSA wheels **must be** used. The wheels may not be cut, drilled, beveled, or rounded. You may remove the seams and imperfections from the wheels.
- Wheel bearings, washers, and bushing are **prohibited!**
- The wheel placements must use the pre-slotted cuts on the pinewood derby car. New slots **cannot** be cut and used. The pre-slotted cuts cannot be modified as it may cause issues with clearance and cause the car to rub on the track.
- The car **cannot** have any motor, starting device, springs or any other devices that would help accelerate the car's speed. The car must ride free wheeling.
- The axles can be slightly bent, polished, and lubricated with dry powdered graphite or silicone **only! No other lubrication or oil may be used!**

Pinewood Derby Race Rules

- Once a car passes inspection and is entered into the race - **only race committee members (RCM) can touch it.**
- If the car loses a wheel, or is otherwise damaged, the **RCM** shall have 5 minutes to make repairs to make the car raceable. If the car continues to have issues after two fixes – the car will race as-is or may be removed.
- Each car must pass inspection by the **RCM** before it will be allowed to compete.
- No one other than the **RCM** may cross the roped off areas or access or touch the checked in derby cars, derby ramp, check in station materials, or any electronic devices such as computers or sensors.
- The RCM have the responsibility to disqualify those cars or individuals that do not meet or obey these rules.

Additional Race Information

- Two races will take place, which include:
 1. All registered Cub Scouts will race against each other as a Pack. Each car will race 2-3 times (*depending on # of cars*). The cars with the top times will then move on to the final run off to determine the 3 fastest cars.
 2. A secondary race will take place in which **no rules** will be applied and is open to all participants aka "*open class*" (*leaders, family members, friends, etc.*). The single fastest car will be identified.
- Each racer may also participate in the category competition. These are cars that display the best decoration or paint job or modifications that fall under one of the designated categories. A single winner will be identified in each category. Those categories are listed on the entry form.

Race Entry Form

Scout / Racer Name	
Den / Open Class	<input type="radio"/> Lion <input type="radio"/> Tiger <input type="radio"/> Wolf <input type="radio"/> Bear <input type="radio"/> Webelo <input type="radio"/> AOL <input type="radio"/> Open Class
Car Name:	
Category:	<input type="radio"/> Scout Related <input type="radio"/> Holiday Themed <input type="radio"/> Movie Theme <input type="radio"/> None
For Internal Use – <i>LEAVE BLANK!</i>	
Car #:	