

## PINEWOOD DERBY RULES

### General Rules

1. All registered Lions, Tiger, Wolf, Bear and Webelos Scouts may enter a car in the Pack Pinewood Derby.
2. All cars entered shall be constructed from the "Official Grand Prix Pinewood Derby Kit"
3. Scouts will compete with members of the same rank. The first place winner from each rank will compete for the fastest car in the Pack.
4. The Cub Scout MUST enter his own car. This means that the Cub Scout must be present at registration to enter his car into the competition.
5. All cars must be made and raced for this year's race. Cars from previous years are not eligible.
6. Each racer may register only one car.
7. All cars must pass weigh-in and inspection in order to race. Inspection will be held prior to the race. Once inspection is closed, no more entries will be allowed.
8. Racers whose cars fail to pass inspection will be notified of the reasons and given an opportunity to correct the defect. Once the inspection is closed, there will be no late entries.
9. No car may be altered in any way after it has been inspected. After registration, the cars will be handled and maintained by the Race Operations Committee. The cars will be returned after the race.
10. The Cub Scout must make all questions of rules interpretations and procedures to the Race or Inspection Judges. Decisions of Race Officials on questions of rules, interpretations and Procedures may be appealed to the Pinewood Derby Chairman. All decisions of the Pinewood Derby Chairman are final. Decisions of the Race Judges must be appealed before the next race occurs. Note: Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or race area.

### Design and Construction Rules

1. Race cars may weigh no more than five ounces (total weight) as measured by the official scales at check-in.
2. The wheels and axles furnished with the kit must be used. The axles must be placed in the factory cut grooves.
3. Race cars may be no longer than 7 inches, nor wider than 2-3/4 (2.75) inches, with an underside clearance of at least 3/8 (0.375) inches and inside wheel to wheel clearance of at least 1-3/4 (1.75) inches. Wheelbase is to be 5-3/8(5.375) inches.
4. Weight may be added to the car and will be considered part of the car for purposes of all measurements. Weight must be nonmoving, solid, nonmagnetic, and must not affect clearance, length, or any other dimensional requirement.
5. Hub and tread smoothing and polishing may not result in substantial removal of mass or reduce the wheel width from the original kit wheels. Some of the original "tread marks" on the wheel face must remain in fact intact, i.e. apparent to the inspector. Wheels may not be beveled and the wheel surface that touches the track must be parallel to the axle.
6. The following may NOT be used in conjunction with the wheels or axles: washers, inserts, sleeves, bearings, springs, or suspensions.
7. The racecar may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (Cars with sticky substances on the front of the car, protrusions, or magnets will be disqualified.)
8. Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track. Lubricants may not be added after the cars have been checked in.
9. Design competitions allow and encourage the use of accessories. Accessories must be non-movable and the car must meet all other rules.