

## **2021 OFFICIAL PINWOOD DERBY RULES Greenwich Council Boy Scouts of America**

All Participants (including parents) are expected to display good Scout Spirit at the Pinewood Derby. Yelling, heckling, foul language or arguing with race officials will not be tolerated. Persons not respecting these rules may be asked to leave the race.

### **CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE**

#### **1. Weight:**

The car weight shall not exceed **5.0 ounces**. No car will exceed **5.049 ounces on the race scale**. The official race scale shall be considered final (see rules specific to Triton T2 scale operation).

#### **2. Car Dimensions:**

- a. The overall length of the car shall not exceed 7 inches
- b. The overall width of the car shall not exceed 2  $\frac{3}{4}$  inches
- c. The overall height of the car cannot exceed 5 inches
- d. The car must have 1  $\frac{3}{4}$ " clearance between the wheels
- e. The car must have  $\frac{3}{8}$ " clearance underneath the body (*it is not recommended to install weights that protrude below the axle*)
- f. The car must fit inside the inspection box to race

#### **3. Car Kit:**

- a. A pre-made car cannot be purchased for the race.
- b. Construction of ALL entries MUST have begun AFTER last year's races.
- c. The wood provided in the kit must be used. The block shall remain intact but may be shaped any way that is desired.
- d. The Pinewood Derby Pre-cut Wedge maybe used to build your car. Item 614417 available at the scout shop.
- e. The car must not ride on any type of springs and must be freewheeling, with no starting devices or moving parts.
- f. No part of the car may extend past the starting pin.

#### **4. Wheels**

- a. Wheel bearings, washers or bushings are prohibited.
- b. Official BSA wheels must be used. Use the wheels in the kit or other BSA wheels that may be purchased at the Scout Shop. You may sand the wheels to remove the seam or other imperfections on the surface, but the profile may not be changed (i.e. you can't make the wheel width thinner).
- c. Cars can run with 3 wheels touching the track, but the 4th must be installed.

#### **5. Axles**

- a. The Axles supplied with the kit must be used, or official BSA axles that can be purchased through the Scout Shop. They may not be altered, other than being polished and lubricated
- b. You must use the precut axle slots on the kit. The axle locations cannot be moved.
- c. Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track.

## RACE RULES

1. Only one car may be registered by any person in the Pinewood Derby. Participants in the Council Grand Finale must be a registered scout.
2. Each car must pass inspection by the race committee to allow it to compete. The committee will disqualify those cars that do not meet all specifications.
3. If a car leaves the track or lane the race chairman will rerun the heat and all times for the heat are void. If the car continues to leave its lane or the track, the race chairman at his discretion may remove the car from that heat.
4. Once the car is officially weighed in, there will be no more adjustments to the car, including further lubrication for that day of racing.
5. If a car needs to be repaired during the race, (for example a wheel falls off) the race chairman will supervise and approve any repairs.
6. If, during a race, a car leaves the track without interfering with its opponent(s), it shall be considered to have ended its heat at that point.
7. If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation; the track chairman may order the race to be rerun after the track is repaired.
8. If, during a race, no car reaches the finish line on the track, the cars will be rechecked, and another race held. As the races are timed, the cars will be checked an attempt to have them cross the finish line will be made. The winner of the race after another attempt will be the car that went the furthest.
9. If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.

\* If a wheel or axle is lost or in need of replacement please obtain these at the Scout Shop at the Council Office at 63 Mason St.

\*\* The Unit Leadership is responsible to confirm that all finalist sent to the Council Grand Finale adhere to these rules.