

OFFICIAL PINWOOD DERBY RULES

(Approved by Cubmasters 1/9/20)

GENERAL

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

ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE

INSPECTION POINTS:

1. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
2. The overall length of the car shall not exceed 7 inches.
3. The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches.
4. The overall height of the car shall not exceed 5 inches.
5. The car must have 1 $\frac{3}{4}$ " clearance between the wheels.
6. The car must have $\frac{3}{8}$ " clearance underneath the body.
7. The wood provided in the kit must be used. The block may be shaped any way that is desired.
8. The wheels supplied with the kit must be used. The wheels may not be cut, drilled, beveled or rounded.
You may remove the seam from the wheels.
9. You must use the pre-grooved axles supplied with the kit. No filling them in to move the axles forward.
They may be polished or lubricated.
10. Wheel bearings, washers or bushings are prohibited.
11. Details (ie. steering wheel, driver, decals, etc) are permissible as long as they do not exceed the maximum length, width, and weight specifications. No part of the car can extend past the starting pin, example being V cutting the front
12. The car must not ride on any type of springs.
13. The car must be freewheeling, with no starting devices.
14. No loose material of any kind, such as lead shot, may be used.
15. You may not purchase pre-made cars for the race.

RACE RULES:

1. Each car must pass inspection by the official inspection committee before it will be allowed to compete.
The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications.
2. The car body may have no moving parts.
3. If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
4. 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.
5. If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
6. 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.
7. Construction of ALL entries MUST have begun AFTER last year's races.
8. Only one car may be registered by any person in the Pinewood Derby.
9. Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track.
10. Once the car is officially weighed in, there will be no more adjustment to the car, including further lubrication for that day of racing.