

Thunderbird District, Bay Area Council

PINEWOOD DERBY RULES

General

- The District Pinewood Race will have only one category for participants. All cars must comply with the specifications provided in the Official BSA Grand Prix Pinewood Derby Kit, by default. The District Committee has provided these rules to further specify and clarify those rules provided in the kit. They are intended as a standard, which Packs should follow in order to allow for a fair Pinewood Race at the District level. **All Packs participating in the District Race must provide leaders and volunteers to assist the District Committee with the planning and execution of the event.**

Who can participate

- The top ten racers from each pack with their original cars qualify for the district pinewood races. Cars made for a previous derby are not permitted.

Car Qualification Rules

1. Official Kit Required

Only the Official BSA Grand Prix Pinewood Derby Kit shall be used. **Including Official BSA precut cars sold in the Scout Shops or at www.scoutstuff.org.** Use of any other kit will be cause for disqualification.

2. Length, Width, and Clearance

- a. Maximum length shall not exceed 7 inches.
- b. Maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches.
- c. Minimum width between wheels shall be 1-3/4 inches so car will clear the center guide strip.
- d. Minimum clearance between bottom of car and track shall be 3/8 inches so car will clear the center guide strip.

3. Weight and Appearance

- a. Weight shall not exceed 5.00 ounces. **The reading of the official race scale will be considered final.**
- b. Mercury shall not be used for adding weight. It is a potential health hazard.
- c. Cars with wet paint will not be accepted.

4. Wheels and Axles

- a. The wheelbase (the distance between the front and rear axles) may not be changed and the axles may not be moved from their original positions.
- b. Only the Official Scout Grand Prix Wheels and Axles can be used. Wheels and axles cannot be modified. Wheels may be lightly sanded only to remove the mold projection on the tread. This light sanding is the only wheel improvement allowed, and shall not reduce the diameter of the wheel. Further beveling, tapering, thin sanding, wafering, or lathe turning of the wheels is strictly forbidden.

Thunderbird District, Bay Area Council

PINEWOOD DERBY RULES

- c. Only lubrication as shown in the building instruction kit, or lubricants designated as acceptable by Official Cub Scout endorsement shall be allowed. **Graphite may NOT be packed into any hubcaps of the derby cars.** Any other means of automatic lubrication is prohibited.
- d. All four wheels must rest on the track simultaneously when tested on a level surface.
- e. The BSA Pinewood Derby Colored Wheels will be allowed (ie: red, blue, green, orange and yellow as opposed to black).

5. Ground Rules

- a. Only race officials and boys racing will be permitted into the registration and track areas. Parents and spectators should remain in the seating provided unless asked to volunteer in another area by a member of the committee.
- b. Cars may be lubricated before inspection. No further lubrication will be permitted.
- c. If a car jumps off of the track, the heat will be run again. If the same car jumps off of the track a second time, it will automatically lose the heat.
- d. If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- e. If a car suffers a mechanical problem, loses an axle, breaks a wheel, etc., car owners will be given ten minutes to repair the car and the heat will be run again. If the repairs are not finished within the time allotted, the car will automatically lose the heat.
- f. An electronic judging device (the "JUDGE") will be used to determine the winner of each heat. If there is a problem with the "Judge" the three event judges will decide on the finishing order of the heats by majority decision.

6. Inspection and Disputes

- a. Each car **must** pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of the violations and given time to modify the car to meet these rules at the time of check in.
- b. Any participant (including the parent of the participant) has the right to appeal to the Race Committee for an interpretation of the rules. The Race Committee, by majority vote, will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairperson will be final.
- c. **Un-sportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.**