

Buttes District Pinewood Derby Rules

All cars must pass the following inspection to qualify for the race:

Stock Classes (Cub scouts)

1. Width shall not exceed 2-3/4 inches.
2. Length shall not exceed 7 inches.
3. Weight shall not exceed 5 ounces.
4. There must maintain a 3/8" clearance between bottom of the car and the ground.
5. Axles, wheels, and body shall be from the materials provided in the kit. Additional options of wheels can be purchased separately from (<https://www.scoutshop.org/events/cub-scout/pinewood-derby.html>).
6. Wheels cannot be cut, drilled, beveled, or rounded. You may cut the seam from the wheel.
7. Wheel bearings, washers, and bushings are prohibited.
8. No lubricating oil may be used. Axles may be lubricated with powdered graphite or silicone.
9. The car shall not ride on any kind of spring.
10. The car must be freewheeling, with no starting devices.
11. No loose materials of any kind are allowed in the car.
12. Cars must be newly made this year , NO recycled cars from past years!!! Cars will be marked to prevent future Reuse.
13. Cars must be made by the scout as much as possible, adults should help with power tools for safety but not build the car for the scout

Open Classes (Troop & AOLs) kits may be purchased separately if desired to participate in this class (<https://www.scoutshop.org/events/cub-scout/pinewood-derby.html>)

1. Width shall not exceed 2-3/4"
2. Length shall not exceed 7"
3. Weight shall not exceed 10 ounces.
4. Body must be of wood (any type)
5. Wheels must start as original BSA pinewood derby kit type wheels, and CAN be modified.
6. The car must be freewheeling, with no starting devices or propelling motors.
7. No lubricating oil may be used. Axles may be lubricated with powdered graphite or silicone.
8. Cars must be newly made this year , NO recycled cars from past years!!! Cars will be marked to prevent future Reuse.

Race Rules.

1. Race Format will be a 3 run quickest time per class. Each racer will be given 3 runs to sign up for to collect their fastest time. The fastest time will be ranked for final finishing position
2. Scouts will be able sign up for next available race at the registration table. Competitors of the same class should race together, but required to.
3. If during a race a car leaves the track or their lane and does not hit the other car, it will be considered a DNF for that run.
4. If during a race a car leaves the track or their lane and Interferes with the other the other car, it will be considered a loss for the car at fault and a DQ scored.
5. Any issues with track, timing, or start systems causing a failed race will be settled in a re-run of that race.
6. Cars will go through a quick tech inspection after each run they make before time is recorded as "official"
7. Pits will remain OPEN all day for adjustments to cars to achieve fastest time (bring your tools!!)

Schedule of events

1. 0800-0930-Racer Check-in, the car will go through initial Tech Inspection.
2. 0800-0930-Practice runs will be allowed for final testing and adjustments.
3. 0945- Opening Ceremonies
4. 1000 Racing Begins
5. All day car show and voting for best of show
6. Awards presentation after all racing is complete

Awards

Top 3 fastest time each den(Lion, Tiger, Wolf, Bear, Webleos, AOL, Troop)

Top 3 fastest time overall (Cubs, Troop)

Best of show (peer to peer)