

Old North State Council Pinewood Derby Rules

These are the Official Rules for the Old North State Council Pinewood Derby Race. By standardizing the Rules, the intent is to create a fair environment for all participants while eliminating Rule differences between Districts and Packs which could lead to participants racing with an unfair advantage at District and Council Races. Each local Pack may determine the rules for building and racing cars at their unit event, but they should make sure their rules don't conflict with those of the District or Council. To ensure their members can participate in events at those levels, please use these Official Rules for the Old North State Council Pinewood Derby Race when planning your unit and district derbies.

Please direct all questions about these rules to: Bud.Harrelson@scouting.org

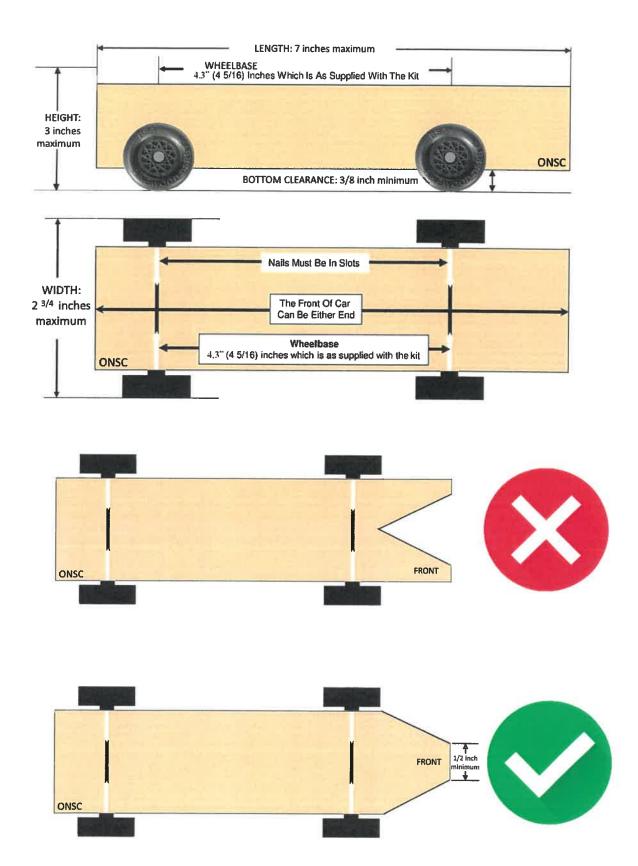
General Rules

- Race cars must be constructed during the current Scouting Year from the parts within
 the Official BSA Kit Part # 17006. The Scout should be the primary car builder with
 only minimal adult supervision/assistance (advice, cutting, shaping, etc.) as
 needed based upon the Scout's age and ability.
- Purchased cars will be disqualified.
- There will be an Inspection prior to the Council race. Once the car has passed
 Inspection, the car will be impounded and may not be touched by the Scout or Adult. If a car fails
 Inspection and time allows, you will be provided the opportunity to adjust the car to fit within the Rules.

Dimensions and Configuration

- Wheel Base: Must utilize the existing axle slots, but either end may be the front of the car.
- Length: 7 inches or less. No part of the car may extend beyond the 7 inches.
- Height: 3 inches or less.
- Width: 2 3/4 inches or less from outside wheel edges and axle heads. 1 3/4 inches or more between inside wheel edges for track rail clearance.
- Bottom Clearance: 3/8 inches or greater for track rail clearance.
- **Weight**: Less than or equal to **5.00** ounces. (Please plan for easy adjustment on race day as not all scales are the same and only the official inspection scale will be used on race day.)
- No portion of the car shall extend past the starting peg.
- "U" or "V" Shaped front ends are not permitted.
- The front of the car must be at least ½ inch wide.





Wheels

- Only official BSA wheels may be used. Wheels that come in the official Pinewood Derby kit are preferred.
- The colored BSA wheels will be allowed, but must follow the same rules.
- The wheels may not be cut, drilled, perforated, tapered, beveled, rounded or thinned.
- You may remove the mold mark from the wheels by lightly sanding.
- Any significant reduction in material from the wheel is prohibited.
- The serrated edge on the outer wheel must remain intact.
- The lettering on the inside and outside of the wheels must remain intact.
- Coning of wheel hubs are not allowed.
- Lathed wheels will not be allowed.
- Wheels that have been modified to reduce weight will not be allowed.







- There must be 4 wheels and axles on the car that meet all Rules.
- At least 3 wheels must be in contact with the track.
- The wheels are to be mounted directly across from each other.
- No wheel covers, air shields, or wheel weights permitted as this inhibits the ability to inspect the Wheel IDs
- No rotation or spin altering devices.
- No wheel bearings, washers, hub caps, bushings, shims, or axle guards

Axles

- Only the axles that come in the official BSA Pinewood Derby kit may be used.
- Axles may be polished an cleaned up, but may NOT be grooved and must be visible in the axle slot for inspection.
- No full-width solid axles
- No springs or suspension allowed (the axles in the block are the only suspension)

Lubrication

Only "Dry" Lubricants are allowed.



<u>Additional Prohibited Items/Modifications</u>

- Car constructed in such a way that the starting mechanism imparts momentum to the car (no sticky substances, magnets, etc.)
- No liquid lubricants.
- No glass or fragile parts that may break.
- No sharp objects especially on the bottom of the car.
- No wet paint or glue the car should be completely dry at Inspection.
- No Propellants.
- No Mercury, liquid, or other moving material.