

2024 Colonial District Pinewood Derby

Location: American Legion Post 176
6520 Amherst Ave, Springfield, VA 22150

Date: Saturday, March 9, 2023

Inspection & Check-in: 8:00 AM – 8:50 AM

Racing and Judging: 9:00 AM – ~Noon

The Goal of Pinewood Derby is to help the Cub Scout build a team relationship with their adult helper, experience the sense of accomplishment, the excitement of competition, learn Win/Lose good sportsmanship, and to have fun.

Akela Says!

DON'Ts

- Don't order cars off the Internet
- Don't order speed axles or wheels off the Internet

DOs

- Do work together to decide what you want to make
 - Start with you official BSA Pinewood Derby Car Kit
 - Do cut out your car (ask other adult leaders in your Pack)
 - Do paint and decorate
 - Do spend time polishing the axles
 - Do comply with the technical rules on the next page.
 - DO HAVE FUN!
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- Lions may use the official BSA pre-cut wedge available from the Scout Shop
 - Siblings are welcome to race!
 - No registration fee for siblings. Sibling races will be held before speed finals race.

Contact James Dreier for more information or questions at jkdreier72@gmail.com

2024 Colonial District Pinewood Derby Technical Rules

General Rules – All cars must comply with the following:

1. Cars must be made from the items in the official Cub Scout Grand Prix Pinewood Derby kit and/or official parts bought from BSA. **Cars and performance parts offered by third parties are NOT ALLOWED and will get you disqualified.** This applies to cars made from pre-cut / pre-shaped Pinewood Derby car kits, which will not be allowed.
2. **The only exception to the preceding rule is that Lions may use the official BSA pre-cut wedge available from the Scout Shop.**
3. Additional materials may be attached to the car to enhance the design and must be firmly attached.
4. Car specifications are as follows:
 - Width not to exceed 2-3/4" - Width between wheels must be 1-3/4"
 - Length not to exceed 7" - Height not to exceed 7"
 - Wheelbase must be 4-3/8" - Bottom clearance between bottom of car and track must be at least 3/8"
5. Cars must be made during the **current** Scouting year. Cars from previous years are not allowed.
6. Cars must not be altered once they have competed in their respective Pack Pinewood Derbies.
7. Each car may only be entered for only one event — Show or Speed.
8. Only one car can be entered for each Scout.

Show Car Rules – Cars entered for Show must comply with the following rules:

1. Cars entered for Show must still be able to perform the basic functions of a Derby car (i.e. have a body, wheels, and be able to fit one lane of the track).

Speed Car Rules – Cars entered for Speed must comply with the following additional rules:

1. Car specifications are as follows:
 - As above + Weight not to exceed 5.000 oz.
2. Wheel bearings, washers, and bushings are prohibited.
3. The car shall not ride on springs (i.e. spring suspension).
4. Wheel footprint (i.e. the portion of the wheel that contacts the track surface) may not be altered. Mold seams may be removed, but wheels may not be narrowed, ridged, rounded-over or otherwise changed.
5. All four wheels must touch the track surface. Some minor play will be allowed, e.g., due to unintentional placement of the axles in the grooves, but offsetting that in the opinion of the Derby Chair is intentional will be disqualified.
6. Wheelbase (the distance between front and rear axles) may not be modified, but it may be shifted slightly (i.e. moved forward or backward along the length of the body) in the event the pre-made grooves are not properly aligned.
7. Axles may be polished. Machining of the axles is prohibited.
8. Only dry lubricants (i.e. graphite, Teflon) are permitted. Wet lubricants (i.e. oil) are prohibited. Excess graphite will be removed by Derby Officials during inspection.
9. No hubcaps or wheel coverings may be used to hold lubricant in.
10. All weights must be securely fastened to the car. No sliding or liquid based weights are allowed.
11. The car must be free-wheeling and gravity-driven, with no starting devices, springs, magnets, or the like.
12. If a car breaks down during a race, only the repair or replacement of that part is allowed, and only if it affects the basic performance of the car (i.e. a wheel or weight falls off). A car may be moved to a later race time or disqualified if the repairs will take a significant amount of time.
13. Any car that in the opinion of the Derby Chair has an unfair advantage over other cars due to any violation of these rules will be disqualified.
14. In case of close calls or questions, the decision of the Derby Chair is final.

Event Rules:

1. Early registration is strongly encouraged but Lone Scouts and walk-ins **are welcome** to participate.
2. Graphite **will not** be allowed at the tracks. Graphite may be used in the maintenance area; however, do not use excessive amounts. Derby staff will remove excessive graphite during inspection. Graphite can damage the gym floor and can pose a safety hazard.
3. No Scout, parent or leader will be allowed into the race or show areas once cars have been registered, except to volunteer, or to make repairs, and in case of repair then only under the supervision of a Derby official.
4. During the Derby, all Scouts, leaders, and parents are expected to exhibit their best Scout behavior and manners, and exercise good sportsmanship. All Participants are required to have Fun! No running or disruptive behavior will be allowed at any time. Non-compliance may result in disqualification from the Derby.

Trophies:

1. Trophies will be awarded for 1st, 2nd, and 3rd place in each rank for Speed.
2. Trophies will be awarded for 1st, 2nd, and 3rd place Overall Speed.
3. Medals will be awarded for 1st, 2nd, and 3rd place in each rank for Show.
4. Trophies will be awarded for Most Scout Themed, Most Realistic Car, Most Futuristic, Most Unique, and Most Humorous in the Show event.