

PRINCE GEORGE'S DISTRICT

PINEWOOD DERBY RULES

Each car entered must be made for this year's pack competition.

1) Length, Width, and Clearance:

- A. Maximum overall width (including Wheels and axles) shall not exceed 2-3/4 inches.
- B. Minimum width between wheels shall be 1-3/4 inches.
- C. Minimum clearance between bottom of the car and track shall be 3/8 inches so the car will clear center guide strip.
- D. Maximum car length shall not exceed 7 inches. This measurement includes any additional decorations added to the car such as wings and spoilers.
- E. The wheelbase (distance between the front and rear axles) may not measure less than 4 inches. If new wheel grooves are cut or the wheels moved for whatever reason, the distance between axle placements must not exceed 6 3/8 inches.
- F. Commercially pre-cut Pinewood Derby Car Kits may be used, but they must meet the above specifications. Wheels and axles found in the commercial kits **may not be used** in the District competition The only wheels and axles that can be used are Official Pinewood Derby® Wheels and Axles. This can include the colored wheels found at the scout shop. But they must say BSA Pinewood Derby™ on the wheels. Any deviations from this rule will be just cause for the car to be disqualified. We will try to have extra Official Pinewood Derby® Wheels and Axles including those in colors available for purchase at the sign-in area.

2.) Weight and Appearance:

- A. Weight shall not exceed 5.0 ounces. The readings of the official race scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood, metal, plastic, paint or decals only, provided it is securely built into the body or firmly affixed to it. **No loose materials of any kind are permitted in or on the car.**
- B. Mercury shall not be used in adding weight to the car.
- C. Details such as steering wheel, driver, spoiler, decals, painting, and interior details are permissible as long as these do not exceed the maximum length, width, and clearance specifications. (See 2.A)
- D. Cars with wet paint or glue **will not** be accepted at registration and weigh in.

3.) Wheels and Axles:

- A. Only Official Pinewood Derby® Wheels and Axles can be used. (See 1.F.) Axles may be polished. Wheels may be lightly sanded to remove the mold projection on the tread. This light sanding is the only wheel modification allowed.

BEVELING, TAPERING, THIN SANDING, WAFERING, OR LATHE TURNING OF THE WHEELS IS PROHIBITED

- B. Wheels **MUST** contact the car body. Any use of bearings or bushings, or spacers between the wheel and car body are prohibited.
- C. Axles **must not** be covered. They must be able to be seen for pre-race inspection.

The car must be freewheeling with no starting devices, springs or other methods of propulsion.

ALL four (4) wheels must maintain contact with track.

4.) **Lubrication:**

- A. Only **dry powdered** lubricants, such as graphite, may be used. **Regular oils and silicone sprays may soften the wheels and are prohibited.**
- B. **Once the car is registered, only the Derby Committee will handle the car.** Be sure you have lubricated the axles and completed any last minute repairs before you register the car.

5.) **RACING RULES:**

- A. The race is open to all Lions, Tigers, Wolves, Bears, Webelos & Arrow of Lights from each Pack registered in the Price George's District. Racers at each level who have won 1st or 2nd place in their Pack derby are eligible to race. Pack rules will be used to determine the participants from each Pack. All scouts are invited to come and participate in the open race. All Scouts and leaders are encouraged to wear their uniforms to the Derby.
- B. **Cars MUST have been made for the current year Pack Pinewood Derby competition. Cars made for previous District competitions are not permitted except in the open competition.**
- C. Each participant will race in heats, the top 2 from each heat move to next level until eliminated.
- D. If a car comes off the track during the race, the following rules will apply:
 - 1. A "NO RACE" will be declared, and the heat runs again. If the same car jumps off the track a second time, it will automatically lose the heat.
 - 2. If a car leaves its lane and interferes with another car, a "No Race" will be declared, and the heat runs again. If the same car leaves its lane a second time and/or interferes with another car, the interfering car will automatically lose the heat.
- E. If a car suffers a mechanical problem, a "No Race" will be declared, and you will have three minutes to try to make repairs. The heat will be run again. If the car is unable to be repaired in the time allotted, the damaged car will automatically lose the heat.
- F. If a car or cars do not make it to the finish line, the car closest to the finish line will be declared the winner.
- G. Only race officials will be permitted into the track area. This rule will be strictly enforced. If there is a failure of the electronic finish, the race will be rerun. If the electronic finish fails again the Race officials will call the race.
Race officials reserve the right to penalize or disqualify entrants for poor Sportsmanship.

Rulings by Race Chairman are final.

6.) **INSPECTION AND DISPUTES:**

- A. Each car must pass inspection and weigh-in before it can compete. The Inspection Team has the right to disqualify those cars which do not meet the above rules. Car owners will be informed of the violations and given the opportunity to modify the car to meet the Derby Rules.
- B. Any participant (including the parent of the participant) has the right to appeal **before** the start of races to the Pinewood Derby Race Committee for an interpretation of these rules. **Decisions of the Race Committee and the Pinewood Derby Race Chair will be final.**
- C. By signing the Prince George's District Pinewood Derby Registration form, a unit leader acknowledges that his/her Pack's cars meet District Derby requirements and that all competitors agree to abide by these rules.