



Pinewood Derby Rules

Registration Rules for All Races

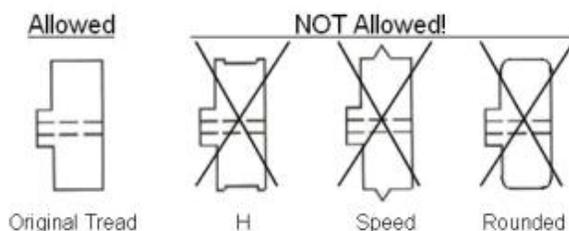
1. All cars for all classes will be brought for registration and inspection the day of the races. Cars will be securely stored and placed on a holding table for display until their race. No modifications will be allowed once the car has been registered.
 2. The District Pinewood Derby Chair or their designee will have the final decision for inspection.
 3. Cars that do not pass inspection will be given until the start of the first race to be modified and then will be required to repeat inspection it races.
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Cub Scout Qualifying and Championship Race Rules

1. Each Scout will be allowed to enter only one car. Cars should be entered either as a Pack Finalist or for the Qualifying Race/ Second Chance Race if car did not finish in Pack's the top three. Scouts that did not previously participate in a Pack race should also enter this race. The top three cars from the Qualifying Race will advance to the District Pinewood Derby ('Main Event'). All cars in the 'Main Event' must have previously raced during the current academic year and be a top-three finisher.
2. The car should be a joint project of the Scout and an adult helper. This is an opportunity for a Scout to use their imagination and learn new skills with tools. **THE SCOUT SHOULD DO AS MUCH OF THE DESIGN, CONSTRUCTION, AND FINISHING AS S/HE IS ABLE.** Parents who want to build a car are welcome to participate in the Open or Outlaw Exhibition Class.
3. Only non-offensive markings or objects, such as Scouting, religion, academic, sports, superheroes, etc. are permitted on the car. Remember – this is a family event!
4. Only dry graphite powder should be used for lubrication. Graphite may only be applied prior to registration and should only be applied to the axles and inside of wheels. No hub caps are allowed. Graphite may only be applied in the designated area.
5. All parts may be sanded, polished, and painted. Decals, stickers, drivers, simulated engines, and other accessories may be added. All accessories must fit within the official dimensions (see 6c below).
6. All cars must pass inspection to qualify for the race. The inspection points are as follows:



- a. You must use an official Scouting America Pinewood Derby Car Kit that is available for purchase at the Scout Shop or listed at www.scoutshop.org. The wood block, wheels and axles from the Scouting America kit must be used. In the event of lost or damaged parts, only official Scouting America replacement parts may be used. Wheels must have official Scouting America lettering from the manufacturer.
- b. The car must have been made during the current race year and the year must be permanently printed or painted on the car. If the year is not painted on the car, it will be added by the inspectors at the time of registration.
- c. The car dimensions must not exceed 7 inches in length, 2¾ inches in total width (wheels included) and 5 inches in height (due to finish gate size).
- d. The nose (front end) of the car must have a squared surface directly in the middle of the car or not less than ½ inch (1/4 inch on either side of center) due to the structure of the starting gate. The entire car must be able to be held at the start by a pin. No notched front ends can be used that permit the front end of the car to extend beyond the starting pin.
- e. Total weight of the finished car shall not exceed 5.00 ounces. Paint and weights may be added and must be permanently attached to the outside of the car, or may be built-in but must be stationary.
- f. All four wheels must be in contact with the track at all times. When you roll the car for a foot or two on a smooth surface all 4 wheels rotate completely.
- g. Wheels may have only burs resulting from the manufacturing process removed. No modifications of wheel shape, diameter, width, or axle slot are allowed (see below).



- h. Wheel bearings, washers, and bushings are not allowed.
- i. All types of starting devices, including springs, are prohibited.
- j. Axles may be moved or re-cut to change if the design of your car will require them to be moved. It is important that if you do this, the overall height of the car cannot change and all 4 Wheels must



remain in contact with the track. If your car doesn't meet the qualifications, the car will be disqualified. We recommend that this is done in 1 of the following 2 ways only:

- i. Cut new grooves matching the width of the car with a hacksaw or thin bladed saw.
 - ii. Drill Axle Holes using a Pro Axle Tool for Scouting America Cars. (sold at the Scout Shop).
 - iii. Using other tools or methods is at your own risk.
- k. Axles may have only burs resulting from the manufacturing process removed. No other modifications of axles are allowed.

Scouts, parents, and siblings are welcome use the Open and Outlaw Class Races to show off their technical knowledge and skills and compete directly with other parents and siblings. Awards for these categories will be ribbons instead of trophies.

OPEN QUALIFYING CLASS RACE RULES

ALL RULES from the Cub Scout Class race rules apply with the following exceptions:

1. The open class is open to any youth or adult.
2. Individuals may enter multiple cars.
3. The same rules for the Cub Scout Class govern this class.

OUTLAW EXHIBITION CLASS RACE RULES

There are NO RULES for the Outlaw Class races except the following:

1. The Outlaw class is open to anyone including adults and Cub Scouts (if they build an additional car).
2. Each car must follow all dimension requirements listed in the Cub Scout Class 6c.
3. Total weight of the finished car shall not exceed 10 ounces.
4. No projectiles are allowed and no part of the car may intentionally detach from the car during the race, come into contact with any other car.
5. Car may not cause damage to the facility, track, other cars, or spectators.
6. Other than these rules, anything goes!



RACE PROCEDURE

1. Cub Scout cars may be raced only by the Cub Scout. Cars may not be raced by a parent or a stand-in without the Cub Scout present.
2. Cub Scouts should be in Class A uniform. If Class A is not available, the Pack t-shirt can be worn.
3. All cars will be brought for registration and inspection at sign-in. No modifications will be allowed once the car has been registered.
4. The District Pinewood Derby Chair or their designee will have the final decision for inspection.
5. After registration, each car will be weighed, measured, and inspected to ensure compliance with the official rules.
6. Only officially designated scales will be used to weigh cars. Cars will not be accepted if their weight exceeds five (5) ounces (or ten (10) ounces for Outlaw) by even the smallest resolution of the balance.
7. A wood, plastic, or metal jig will be used to determine if the car complies with the length and width limitations.
8. A Cub Scout whose car fails any part of the inspection will be given the opportunity to adjust their car. Cars will be re-weighed, measured, and inspected until they comply or until the race starting time.
9. After the car has passed inspection, it will be taken by a Race Official to the staging tables to await the race. Cars may not be handled after inspection until they are scheduled to race.
10. Cars will be protected from being handled by anyone except the Race Officials (and the car owner only if the owner is making a repair).
11. No additional lubrication may be applied to the car after passing inspection unless by Race Officials prior to the feature race.
12. Each heat will begin with the Official Race Starter positioning the cars on the track.
13. Cars will switch lanes prior to each race.
14. A Race Official will return their car to the starting gate between races.
15. In the event of a breakdown of a car during the race, the participant will be given five (5) minutes to repair the car. Only the damaged portion of the car may be modified. Work must be done by the Scout with assistance from their parent or guardian. Race Officials shall re-inspect any car that is serviced during the race. The Race Officials may choose to continue with other race heats in order to avoid long



delays in the race. The damaged car must be raced before the race proceeds to the next level of elimination.

16. In the event a car leaves the track, runs out of its lane, or interferes with another car, the race will be re-run. If the same car causes problems on the re-run, that car will be disqualified. The car cannot race anymore but will keep its standing.

17. In the event of a breakdown of the track, electronic finishing or ordering system, or race management software, or in the event of an error in set up of the cars (wrong lane, car positioned backwards in the lane, etc.), the heat affected by the breakdown will be re-run and the original result, if any, will not be factored into the final results.

18. Scoring for all races will be points-based as set up by the Race Officials. The Race Officials' decision as to scoring matters will be final.

19. At the discretion of the District Pinewood Derby Chair, and based on the number of cars entered, the race may conclude with a finals event. The top finishes will then advance on to the finals for a second round of racing. A decision about a finals event will be announced prior to the start of racing.

20. Trophies and other prizes will be given at the discretion of the District Committee.

21. Questions about interpreting the rules should be directed to the District Pinewood Derby Chair.

22. No flash photography is allowed during the races as it disrupts the electronic scoring devices.