\*\*Sign up for the Beginner’s Seminars for any additional help you may need.

**Rules of the Scenic District Cub Scout Pinewood Derby 2018**

ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE

1. Each car is assigned a number; this number MUST be clearly visible from above and behind the car.

 Your car number is next to your name on the back of this paper

1. New cars only. You may NOT race a car built for any prior derby year and you must use the kit supplied to you by the Pack or purchased that the Scout store.
2. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final
3. The overall length of the car shall not exceed 7 inches
4. The overall width of the car shall not exceed 2 ¾ inches
5. Minimum width between wheels is 1 ¾”, although it is highly recommended to leave the wheel width alone so the car will fit over the track rail
6. The car must have 3/8” clearance from the bottom of the wheels to the bottom of the body to clear the track rail
7. The wood provided in the kit must be used. The block may be shaped in any way that is desired
8. The wheels supplied with the kit must be used; you may also purchase official BSA wheels at the Scout Shop in Sartell. The wheels may not be cut, drilled, beveled, or rounded. You may remove the seam from the wheels.
9. The axels supplied with the kit must be used.

They may be polished and/or lubricated with a powder lubricant only.

No oil or spray or other lubricants will be allowed.

1. Wheel bearings, washers or bushings are prohibited
2. The car must be freewheeling, with no starting devices
3. The car must not ride on any type of springs
4. No loose material of any kind, such as lead shot, may be used.
5. Do not use lead or mercury for weight/ballast-these are a potential health hazard
6. After registration, only the Race Officials are allowed to handle the cars.
7. If the car leaves the track, runs out of its lane, interferes with another car, or loses an axle or other part, AND if it can be repaired quickly by the Race Officials, it can then be run again.
8. All rulings and judgments by the race officials are final.
9. Glow in the Dark Paint will disqualify your car because it messes up the timing software.

Each Car must pass inspection by the official inspection committee before it will be allowed to compete.

The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications; this will insure fair play amongst all participants.

If your car in anyway does not pass inspections, you will have time before the race to modify it in order to pass.