

# 2018 Rules and Regulations

The Pinewood Derby is open to **all registered Tiger Cubs, Wolves, Bears, Webelos and Boy Scouts**. Each rank will be divided into classes and will race accordingly. The entrant is to have the satisfaction of **building his own car** from the materials that are in the *Official Cub Scout Pinewood Derby Kit*, with the guidance and minimal assistance from his parent or guardian.

1. **Official Pinewood Derby Kits ONLY**. Other kits (Hobby Lobby, Wal-Mart for example) are not permitted in this race.
2. **Width**-overall width of the car should not exceed **2-3/4"**
3. **Length**-overall length should not exceed **7"**
4. **Height** – As long as the car can safely go under the timer gate it will be allowed.
5. **Weight**- weight shall not exceed **5 ounces** (5.00 ounces on our scales).
6. Wheel Bearings-washers, brushings, or spacers are not permitted.
7. Springs-the car shall not ride on any type of springs.
8. Details-details such as steering wheel, driver, decals, painting, and interior details are permitted as long as they do not make the car exceed the maximum weight limits as stated in rule #5.
9. Attachments-the car must be freewheeling without starting devices. All attachments must be a permanent part of the car.
10. Lubricant-**only dry lubricant** is permitted, such as graphite. No further lubrication of the wheels will be allowed after the car has been placed on the scales.
11. Wheels- must be the original wheels furnished in the Official Pinewood Derby Kit. Other types of wheels will not be permitted. NO beveling but OK to true, de-bur and lightly sand.
12. Axle-the original nails in the kit will be used as the axle. No other types of nails are allowed. OK to de-bur and polish.
13. Glue- gluing is permitted to attach weights and parts to the car. Stick on weights are also allowed.
14. Repairs- if any repairs are needed, they will be done by the owner in a timely manner under the supervision of a racing official.
15. Interference-if any car crosses the line and interrupts the race and comes in contact with another car, those cars will race again. If a part interferes with the race, the race will be restarted.
16. Inspection- each car must pass inspections by the official inspection committee (judges) before the car can compete. The judges have the right to give you, the racer, a choice:
  - A) Correct the car according to the rules.
  - B) Place the car into the #1 Rule Class Division(Outlaw Race, If it meets the specification for that class)Once the car has passed inspection and the car has been placed on the table, the owner cannot touch the car again until after the race or if a repair needs to be made during a race.

## Divisions and Awards

TIGERS – WOLFS- BEARS – WEBELOS -Any Scout that is registered can race in their rank division.

OPEN DIVISION - Any youth may race in the open division. Scouts additional cars, siblings, friends can register as many cars as they would like. NO ADULTS. Official rules apply.

OUTLAW – Any person may race in the outlaw division and the following rule revision applies: “The car cannot weigh more than 5.02 ounces and not exceed the length and width above. Wheels and axles may be substituted for the official scout kit.” A car from the Outlaw class cannot win the fastest overall trophy.

BOY SCOUT – Any Boy Scout may enter in this division and must follow the standard rules set forth for Cub Scouts. A car from the Boy Scout Class cannot win the fastest overall trophy.

Awards for the division races (1<sup>st</sup>-3<sup>rd</sup> Place)

The following categories will have one award: Best Paint, Best Design, Most Original and Outlaw.

These awards are for Cub Scouts and will be up to the judge to determine if the car was completed by the scout with minimal assistance by the parent.