

Chief Logan District Pinewood Derby Race Rules



General Rules:

- Only the BSA approved kits and its supplies can be used to make the car. The kit contains the wooden block, axles, and wheels,
- Design of the body is at the discretion of the scout and the parent.
- A new car must be built each year by the Scout with or without adult assistance.
- Width shall not exceed 2-3/4 inches.
- Length shall not exceed 7 inches.
- Weight shall not exceed 5 ounces.
- Fenders can not be added to the wheel block.
- BSA approved colored wheels can replace the wheels supplied in the in BSA Pinewood Derby kit.
- Wheel surface can not be painted. NO leading or adding weights in or on any of the wheels.
- All four wheels must come into contact with the flat surface during the inspection and at the start line on the track. (Car can not run on 2 or 3 wheels)
- Shaving of the wheels to change the appearance or logo to other than the intended design is not permitted.
- Sleeves, washers or bearings are not permitted on the axles or wheels.
- Axles must be placed in the factory pre-cut axle slots.
- Axles may be lubricated with powdered graphite or silicone. Prior to check-in and weigh-in day of the event. Liquids, Oils are not permitted to lube the wheels.
- The car shall not ride on any type of spring.
- The car must be free-wheeling, with no starting devices.
- No loose materials permitted on or in the car.
- Only youth in Cub Scouts having current pack membership may participate
- Repairs to broken cars is permitted after the Pack race.
- If the Scout has graduated from the Pack into Scouts BSA at the time of the District event the Scout and their Car is still eligible to race.
- The Pack's top 3 Scouts and their cars qualify for the District Pinewood Derby. The Packs 1st, 2nd, and 3rd place winners will receive a bye for the first round of the District race.
- All Cub Scouts in the Chief Logan District qualify to race. and their car is permitted to race in the District Pinewood Derby.
- The Cars the scout uses at the Pack Derby must be the car they use at the District Derby.

- Cars can be repaired after the Pack Derby. But cars can not be tweaked for the District Derby.
- On-line Registration and payment will be open by April 1st. Please note the price increase on April 13th.
- Parents have the option to register their scout for the derby.

On the day of the District Derby at Check-in:

- ★ Track will be supplied by the Chief Logan District Committee.
- ★ The Officials pre-race test by the host pack officials and Rules Official will take place within 30 minutes of start.
- ★ Officials will supply test cars for pre-race tests. Test cars are past pinewood derby winners.
- ★ Grafite must be applied before the check-in, weight and inspection.
- ★ All cars must be weighed and inspected by race officials prior to scouts placing cars in the designated garage.
- ★ Racers will be seated in separate areas.
- ★ All decisions of the officials/staff are final.
- ★ Any race interruption or unsportsmanlike conduct by an adult will result in the expulsion of that adult from the building.
- ★ Any race interruption or unsportsmanlike conduct by a Scout will disqualify that scout and the scout's car.
- ★ Scouts are responsible for carrying their car from the garage area to the on-deck area then to the starting line (track) and then finally from the finish line back to the garage.
- ★ Only the scout may handle their car. Scouts will place their car on the track. Officials will not handle cars.
- ★ Start Officials can inform the scout if their car is not placed correctly on the track.
- ★ In the event of a race tie; a flip of the coin for lane placement will follow.
- ★ The Track and Garage Area will be roped off and only the Scout and designated Staff / Officials are permitted inside these areas.

Broken car while racing.

- Officials will call timeout, Timer will begin. Scout and his designated adult will have Seven (7) minutes to repair the car to complete the race cycle.
- If the car is not repaired and unable to race at that time they forfeit the race.
- If the Car is in need of repair after a racing cycle the same rules are applied of maximum of seven (7) minutes for the repair of the car. The only difference is that racing will continue during the repair.

District Awards:

- Trophies awarded for 1st, 2nd, 3rd place.
- All trophies awarded become the property of the Scout!
- The Pinewood Derby is about the Scout and their Car.

All decisions by the race officials are final.

Questions contact: Derby Chair ~ Sandy Devers ckscout365@gmail.com 814-475-3060