

2024 CHESTNUT RIDGE DISTRICT PINWOOD DERBY RULES

The purpose of this document is to provide a reasonable and level playing field for all contestants.

Please read and heed the information and the rules!

1) Eligibility of Contestants and Cars

- The 2024 Chestnut Ridge District Pinewood Derby is open to all Cub Scouts in the Chestnut Ridge District. Arrow of Light Scouts who have bridged to Scouts BSA units in 2024 are eligible to race their car.
- It is important to emphasize that an invitation to the Chestnut Ridge District Pinewood Derby is extended to the scouts themselves and NOT an invitation to their car. **Cub Scouts must attend to compete. Cars will not be accepted for drop off.**
- In the case of an illness, personal or family emergency, an authorized agent may represent an eligible contestant. (An authorized agent is defined as a sibling or a Cub Scout of similar age who is not already competing in the same set of heats.) Conflicts with other events (i.e. birthday parties, sports events, or other activities) that the scout chooses to attend, do not qualify for representation by an authorized agent. All circumstances regarding the eligibility of an authorized agent are subject to the approval of the Chestnut Ridge District Pinewood Derby Committee in advance.
- Cars in this competition must have been made for this race season. Cars or parts of cars, such as wheels or axles, from previous years may not be used. Contestants may not modify the car they used in their Pack Derby to conform to the Chestnut Ridge District Rules or optimize it for the track used at the Chestnut Ridge District Pinewood Derby. Cars should be originally made to meet district rules. All parts must be new for this season or from their Pack Pinewood Derby car made for this racing season.
- We encourage the construction of all 2023/2024 cars using the official Grand Prix Pinewood Derby kit.

2) Car Specifications (length, width, height, weight and clearance)

- Maximum overall width (including wheels and axles) shall not exceed 2- $\frac{3}{4}$ "
- Minimum width between the left and right wheels shall be 1- $\frac{3}{4}$ " so the car will clear the center guide strip.
- Minimum clearance between the bottom of the car and track shall be $\frac{3}{8}$ " so the car will clear the center guide strip.
- Maximum length (including wheels) shall not exceed 7- $\frac{1}{8}$ "
- Maximum height shall not exceed 6".
- The wheelbase (distance between the front and rear axles, center to center) may not be changed from the kit body distance of 4- $\frac{3}{8}$ ". The official kit block has pre-cut slots which are correctly spaced. If desired, these slots may be pre-drilled before they are used. Use of the pre-cut slots, however, is not required.
- Weight shall not exceed 5 ounces. The readings of the Official Race Scale will be considered final.
- Weights may be added to increase the weight and/or alter the weight distribution of a car as long as the total weight does not exceed the maximum of 5 oz. for the completed car.

3) Wheels and Axles

- Only the wheels and axles from the official Grand Prix Pinewood Derby kit may be used. Wheels and axles not nationally licensed are prohibited. Wheels and axles, which have been modified by other parties, also are prohibited, even if they are from the official kit.
- Axles may be lightly filed, sanded, or polished to remove imperfections. This light filing, sanding and polishing is the only axle modification allowed. Beveling, rounding, tapering, thinning, perforating, or any other significant altering of the shape or performance of the axles or axle heads is prohibited. All 4 wheels must touch the ground.
- Wheels may be lightly sanded and polished to remove imperfections. This light filing, sanding and polishing is the only wheel modification allowed. Beveling, rounding, tapering, thinning, perforating, or any other significant altering of the shape or performance of the wheels or wheel hubs is prohibited. Modification of the cylindrical inner wall of the wheel, which contacts the axle, is prohibited.

4) Appearance

- The car may be carved, sculpted, and/or sanded in order to enhance the performance and appearance.
- No loose materials of any kind are permitted on or inside the car.
- Additional materials may be added to the car for the following purposes only:
 - Paints, decals, and decorations may be added to alter the appearance and/or aerodynamics of a car.
 - Glue may be used to affix the axles to the car body.
 - Wood putty, or a similar wood-like substance, may be used to repair minor damage, holes for weights, etc.
- Wheel bearings, washers, or bushings are prohibited. This includes “wheel covers” which serve to keep the wheel hubs from contacting the car body. It also includes “hub caps”, or anything else that might serve as lubrication “well”. The car shall not ride on any type of springs. The car must be free-wheeling with no start device or other propulsion, such as springs, moving weights, adhesives, magnets, rubber bands, motors, jets, etc. Details such as steering wheel, driver, spoiler, decals, painting and interior details are allowed as long as these details do not exceed the maximum length, width, height, and weight. Metal frames and metal axle supports are prohibited. Axles must be mounted into the wood.
- Indented noses are prohibited. A deep indentation in the front of the car will “stage” further down the track, and thus are not traversing the same course as the other cars.
- Very pointed noses are highly discouraged. Cars like this are difficult to stage and may not trip the electronic finish line at the point of the crossing. This may result in a disadvantage to the racer.

5) Lubrication

- Only dry powdered lubricants, such as graphite or white powder Pinewood Derby Car Lubricant, may be used. Any wet lubricants: oils, liquids and silicone sprays are prohibited.
- A car may be lubricated before the pre-race inspection. This is the only time when lubrication is permissible. Specifically, cars may not be lubricated while competing in a set of heats.

6) Inspections

- Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars which do not meet the rules. Car owners will be informed of the violations and have the option to modify the car to meet these rules.
- The Inspection Team must accept all cars for each rank competition at least five minutes before the scheduled start of that rank's competition. Therefore, we recommend Scouts show up early in their registration time slot to ensure the maximum time, if necessary, to bring their cars in to conformance, pass inspection and register by race time.

7) Disputes

- Any participant, including parents of the participants, may appeal to the Derby Committee for an interpretation of these rules. By a majority vote, the Derby Committee will be the final judge of these rules. In case of a tie vote, the decision of the Committee Chairman shall be final.
- Listings of times for racers will be made available after all racing has been completed.

8) Ground Rules

- Any participant not in attendance or ready to race at their scheduled race time will be disqualified. During the heats of a particular race, when called, racers must be in the staging area and immediately check in with the starter.
- Scouts must stage their own car. Only scouts participating in a heat and race officials are permitted in the staging or track area.
- If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.
- If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- If a car suffers a mechanical problem during a race and a repair can be accomplished within five minutes, the racer will be granted five minutes for the repairs. If repairs are not corrected in five minutes and ready to go with the starter, the car will automatically lose the heat. If the car suffers further mechanical problems in a later heat, additional time will be granted only at the discretion of the starter based on available time in the race schedule.
- Unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.
- Stepping over/crossing the track is **not permitted**. Wires could become dislodged, electronics could be damaged or the dynamics of the track could be altered, which could cause a delay or cancellation of the race.

9) Dress Code

- Competing Scouts are ***highly encouraged*** to be in uniform. Scouts and Scout Leaders observing the competition are encouraged to be in uniform.
- A Scout may not wear coats, jackets, sweaters, etc. when they are competing. Too easily, they can get caught on the track or jostle cars which have already been staged by other Scouts.

10) Purpose

- The purpose of the Pinewood Derby is to teach our scouts about respect and sportsmanship and to have fun. Scouts should be involved with the construction of their cars. Remember, the Cub Scout Motto is "Do Your Best", not "Winning is Everything."