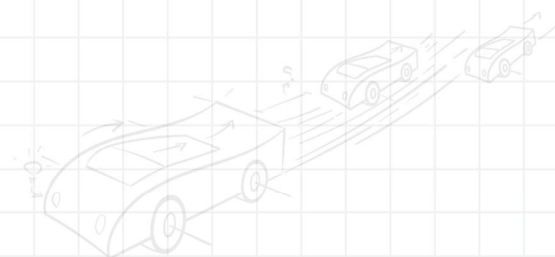




EAGLE VALLEY DISTRICT

PINEWOOD DERBY RULES AND GUIDELINES



RULES

A. Car Kit Requirements

1. Only official BSA/Cub Scout Pinewood Derby kits may be used.
2. Cars must be built by the Scout with help from a parent/guardian—no purchased / pre-built cars.
3. BSA colored wheels from the Scout Shop are permitted.

B. Dimensions & Construction

1. Length: Maximum 7 inches.
2. Width: Maximum 2¾ inches.
3. Height: Maximum 4 inches.
4. Weight: Maximum 5.0 ounces (141 g).
5. Ground Clearance: Minimum ⅜ inch.
6. Front of car must rest on starting pin and may not extend past it.
7. No sharp or loose objects; all items must be firmly attached.

C. Axles & Wheelbase

1. Wheels and axles must be official BSA components.
2. New axle holes may be drilled to extend wheelbase by no more than 1 inch.
3. Axles may not be staggered, and all 4 wheels must rest on the track.

D. Wheels

1. Wheels may only be lightly sanded to remove flashing.
2. Wheels may not be reshaped or altered in any way that changes profile.
3. Wheel lettering, tread marks, and spokes must remain fully visible.
4. No lightweight or lathed wheels, even if BSA branded.
5. Do not modify the double-step wheel hub.
6. Wheels must not be inset into body beyond block width.

E. Lubrication

1. Oil and grease are prohibited.
2. Only dry powdered graphite is permitted.
3. Graphite may only be applied prior to check-in; no application after inspection.

F. Prohibited Items

1. Springs, starting devices, or propulsion systems.
2. Electronic devices that interfere with race equipment.
3. Glass or fragile materials.
4. Bearings, bushings, washers, and hubcaps.
5. Third-party axles or grooved axles.
6. Offensive or controversial symbols.

GENERAL GUIDELINES

Eligibility & Participation

1. **All registered Cub Scouts may participate in the district derby.**
The district recognizes that some packs are unable to host their own derby's or a Scout may not have the opportunity to race with their pack. This event is open to all registered Scouts to ensure every Cub Scout has the opportunity to partake in this core Cub Scouting tradition.
2. Scouts should wear their Class A/Field Uniform.
3. All participants and attendees are expected to abide by the Scout Law, maintain good sportsmanship, and be respectful throughout the event. Failure to do so will result in disqualification and expulsion from the event.
4. All decisions made by race officials are FINAL.

Registration & Inspections

1. Registration and inspection begins at 9am and ends at 10am. All racers should be checked-in or in line by 10am.
2. A parent/guardian must be present with the Scout during registration and inspection.
3. Scouts are to present their car to race officials for registration and inspection.
4. Race officials will carefully inspect each car by placing it in an inspection gauge and then weighing it to verify all specifications are met. All cars are to be race ready upon inspection.
IF a car fails inspection:
 - Racers can make minor repairs/modifications to their car until registration closes.
 - The parent/guardian must be present with the Scout during this time.
 - Race officials will not have tools available.
5. After passing inspection, each Scout will be giving a number used to call them to starting gate.
6. **Once inspected, ONLY race officials will be allowed to handle the car.** Scouts will be able to get their car at the end of the event.

Racing Format

1. There will be two rounds of racing: Qualifiers and Finals.
2. For the qualifying round, each car will have the opportunity to race in four separate heats, with each heat being raced in a different lane of the track.
3. The slowest time of the four races will be dropped, and the remaining three times will be averaged to determine who advances.
4. All cars and ranks will race together. The top two or three (depending on number of racers) from each rank will advance to the finals.
5. In the finals, the winners will be determined by the fastest average time and not by rank.
6. The track is a four lane, 42ft metal track with center rails.

Race Procedures

1. Racers must be present during their respective races.
2. The racer in lane one will pull the start lever.
3. If a car jumps the track, the heat will be rerun once using the same lane positions. A repeat jump will count as a loss.
4. In the event of a tie, the heat will be rerun using the same lane positions. If a tie occurs again, the heat will be rerun with lanes switched.
5. If a car is damaged during a race (*ex. wheel falls off*), repairs will be permitted under the following guidelines:
 - a. Repairs must be done by the Scout with ONE parent/guardian.
 - b. All repairs must be made in the pit area under the supervision of a race official.
 - c. Repairs must be completed within 5 minutes.
 - d. No lubrication may be applied during repairs.

Awards

1. Trophies for First, Second, and Third place overall finishers.
2. Certificates for First, Second, and Third place finishers per rank. (*Cannot be an overall finisher*)
3. Discretionary awards special categories such as: Best Paint Job, Coolest Car, etc.

Other Races

1. **Outlaw** – For cars that do not pass inspection or racers who want “take it to the limit”.
2. **Friends/Family** – Because nothing brings family and friends closer together than competition.
3. **Scouts/Adults** – Open to BSA Scouts and any adult wanting to relive their youth.
 - Racers must be registered – Adults: \$5 / BSA Scouts Uniform: No Charge
 - Cars must have passed inspected during registration.
 - Follows district rules.
4. **Car Show** – Any and all participants wanting to display a previous year’s car.