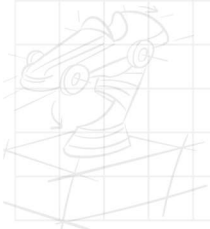
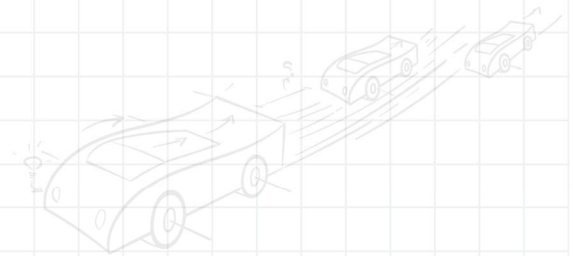
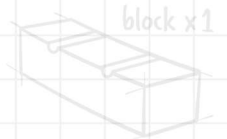


EAGLE VALLEY DISTRICT

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.
3. Axles may not be staggered.

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 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.
2. All decisions made by race officials are FINAL.
3. Racers in the Scout Rules category must meet and follow the criteria listed in the rules above.

Registration & Inspections

1. Registration and inspection begin at 2pm. All racers should be checked-in or in line by 3pm.
2. Participants must be present during registration and inspection.
3. 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.
 - Racers have the option to move their car to the Outlaw category.
4. After passing inspection, each participant will be given a number to call them to starting gate.
5. **Once inspected, ONLY race officials will be allowed to handle the car.** All cars are returned to the participants after the race.

Race Procedures

1. Racers must be present during their respective races.
2. 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.
3. 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.
4. If a car is damaged during a race (*ex. wheel falls off*), repairs will be permitted under the following guidelines:
 - a. All repairs must be made in the pit area under the supervision of a race official.
 - b. Repairs must be completed within 5 minutes.
 - c. No lubrication may be applied during repairs.

Awards

1. Trophies for First, Second, and Third place finishers for the Scout Rules category.
2. First place trophy for the Outlaws category.
3. Best in show as voted on by the participants.