



OUTLAW PINEWOOD DERBY

**We Know You Have The Need For Speed!
Can You Build The Fastest Race Car?**

**Outlaw Pinewood Derby is the chance to show
off who is the best of the best!
This race is open to all Scouts BSA Youth and
Adults!**

This is a no-holds-barred race where the only limitations are:
Wheel base width
Weight (less than 1 lb.)
Dry lubricant ONLY



**\$10 per car to register.
ALL PROCEEDS TO BENEFIT
CAMP BARSTOW**



BOY SCOUTS OF AMERICA®
INDIAN WATERS COUNCIL

Outlaw Pinewood Derby Rules 2024

1. Sportsmanship: Scouting encourages good sportsmanship. Cars will be disqualified if the racer displays unsportsmanlike conduct on the race site. Remember, it is only a race, and the object is for all Scouts and Scouters to have a great time!
2. All cars must pass inspection to qualify for the race. The inspection points are as follows:
 - **Inspection:** All inspections will be conducted by a race official at the inspection table using scales and gages. If your car does not pass inspection, please be prepared to adjust the cars if necessary.
 - **Impounding:** Once the car has passed inspection, been logged, and received its number sticker, the car will be placed on the quarantine table. At this point no modifications shall be made to the car except by a consensus of the race officials.
 - **Dimensions:** Overall width (measured to the outside of the wheels) may not exceed 2 3/4". The wheelbase of the car shall not exceed 7 inches. The length of the base block of the car should not exceed 7 inches. Overall height may not exceed 4". Minimum bottom clearance below the body must be at least 3/8" to prevent dragging on the guide strip.
 - **Weight:** Cars must be no heavier than 1lb. (This is for track safety.)
 - **Car Modifications:** The car must have no starting devices, electric propulsion, or chemical propellants, as these may damage the track.
 - **Dry Lubricants only,** No WD-40 or other oil base lubricants.
3. Only race officials will be allowed access to the track. All others must remain behind the barrier.
4. The starter will make sure the cars are on the track properly and then will start the race.
5. No car shall impede other vehicles on the track.
6. The electronic race software will record the results.
7. **No Finishers:** If, during a race heat, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
8. **Car Repair:** If, during the race, a wheel falls off or the car becomes damaged, then the car owner may, to the best of their ability, perform repairs. If a car is damaged due to track fault or due to fault of another car then the track chairman, at their sole discretion, may allow additional repair assistance.
9. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified from that heat.
10. We will run as many heats as possible to give each Racer ample opportunity for their car to run.
11. Race winners will be determined based upon average times from all heats raced.
12. All awards will be announced after the final heat. Track officials are responsible for the proper conduct of the races. Decisions of track officials on questions of rules interpretations and procedures are subject to a consensus of the race officials. **Decisions of track officials on questions of fact are final.**