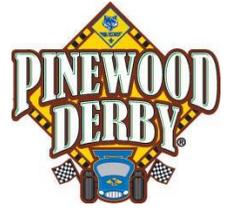


Thunderbird District Pinewood Derby - RULES AND REGULATIONS



Entries for the Thunderbird District Pinewood Derby shall be determined by each Pack, only by using the "BSA Rules & Regulations."

I. THE SCOUTS

- a. Only those Cub Scouts who were registered and active are allowed to enter the District race.
- b. All entrants are required to wear a Cub Scout "BSA" uniform or appropriate unit Class B shirt.
- c. All scouts should register using the Chickasaw Council calendar.

II. THE CAR

- a. **Pinewood Derby Kit** - Each entry shall be constructed from an up-to-date Scouting America Pinewood Derby Car Kit for the current year. A new car must be built for each year. All nine pieces must be used. The car must be free rolling. No starting devices are allowed.
- b. **Overall dimensions (length & width)** - Place car inside a checking device, which is 2 3/4" wide by 7" long. The car must not be greater than 2 3/4" inches wide (including wheels) by 7" long (including accessories). The original Pinewood Body (NO PLASTIC/FIBERGLASS OR METAL CARS) of the car must touch the starting gate (pin). No part of the car can extend in front of the starting gate (pin). Again, be advised, no plastic/fiberglass or metal cars will be permitted.
- c. **Wheel Base** - Place car over a checking device, which is 1 3/4" wide by 7" long by 3/8" high. The distance (width) between the wheels (front or rear) must not be less than 1 3/4" inches (measured from innermost part of the wheels). The distance between the track and any part of the underside of the car must not be less than 3/8". Wheels cannot extend in front or rear of the body of the car. All cars must have 4 wheels (no more no less) and are required to have 2 wheels on each side opposing each other. **NO OFFSET WHEELS.**
- d. **Wheels & Axles** - Wheels and axles **MUST** be the ones furnished in the car kit. Solid axles are not permitted. Replacement wheels and axles must be from an official BSA kit. Axles may be polished and lubricated (dry lubricant only). Wheels may be sanded to provide a true round circle but must retain the original width and flat rolling surface. No purposely-rounded wheels allowed. No "H" or "A" wheels. No attachments or adhesives will be allowed on the surfaces of a wheel. Wheels will be placed on a flat surface to verify that the entire width of at least three wheels make simultaneous contact with the flat surface while stationary and in travel. (NO ANGLING OR CANTING OF THE WHEELS) Regardless of what they could be made out of, spacer bearings, washers, bushings or springs are prohibited, whether fixed or movable. No car will be allowed to enter with a closed hub or totally enclosed axle (nail on wheel). Axles will need to be secured in pre-cut slots with clear glue (if glue is used) or if the axles are inserted in holes in the side of the car, then removed by the Cub Scout and parent (guardian) to verify that axles are not solid. Holes may be drilled in the bottom of the car so the points of axles (nails) can be seen. Axle (nail) points must be in view before a Cub Scout can enter the race.
- e. **Weight** - Entry will not exceed 5.0 ounces or 141.745 grams. Weight must be securely fixed to the car and non-movable.

III. THE DERBY

- a. After an entry has been officially weighed in and registered, a small sticker with a number will be placed on the car. From this point on, **NO ADDITIONAL WORK OR REPAIRS WILL BE PERMITTED WITHOUT THE CONSENT OF THE INSPECTION COMMITTEE** (This includes lubrication, loose wheels and axles, etc.).
- b. No car will be allowed to enter unless the Cub Scout owning the car is present at the race. The Scout racing the car must be the individual entering the car for inspection and the individual racing the car.
- c. Decisions made by the judges and/or inspection committee are final.

REVISED March 3, 2026