

# DUCK CREEK DISTRICT PINEWOOD DERBY RULES

## 1. Car Dimensions

- The overall length of the car shall not exceed 7 inches.
- The overall width of the car shall not exceed 2  $\frac{3}{4}$  inches.
- The car must have 1  $\frac{3}{4}$  inches clearance between the wheels.
- The car must have  $\frac{3}{8}$  of an inch clearance underneath the body so that it does not rub the track.

## 2. Weight

- The car shall not exceed 5.0 ounces as measured by the scale at check in. Be prepared to make small adjustments.
- The official race scale at car check in is considered the official weight.

## 3. Modifications not allowed

- Some part of the official pinewood derby block must be used. It can be shaped as desired.
- Official BSA wheels must be used. They can not be metal or wood or some other polymer. Just the BSA plastic wheels of the user's color choice.
- The wheel may not be modified in any way except to remove burrs and imperfections. Shaved wheels are not allowed.

## 4. Allowed modifications

- Axles may be polished, altered and/or lubricated.

## 5. Race rules

- Each car must pass inspection by the official inspection committee, before it will be allowed to compete.
- Once a car passes inspection, it is an official race entry and can only be handled by the race committee. The exception is if the car is damaged during the race, the car's owner may work with the Pit crew to fix the car.
- If a car is damaged, the car owner has 5 minutes to fix the car. If it cannot be fixed in that time, the car will not race in the rest of the races and will have to stand on the race data it accumulated prior to it becoming damaged. It is suggested that complete restoration not be the goal, but functionality be restored.
- Cars that do not comply with the rules will be disqualified from racing

## 6. District Race

- Cars coming to District are assumed to have followed all the above rules. If a car gets to District out of compliance, the scout will have to bring it into rules compliance before the Race crew will allow it race.

## 7. Outlaw division

- The car must have  $\frac{3}{8}$  of an inch clearance underneath the body so that it does not rub the track.
- The car must weigh under 3 pounds. This is so we don't put too much pressure on the start gate.
- The car must fit comfortably under the exit gate.
- The car must not extend more than  $\frac{1}{8}$  of an in past its wheels. This is to allow it to coexist with other cars on the track.
- The car must not extend more than an inch past the front or back of the block. This is so that the car will fit on the start gate.
- The car must not excrete any fluids as it will damage the track.
- The car must not be powered or controlled by remote control. As funny as it might be to completely smoke everyone, lets let wide open unpowered engineering rule the day.

