

Tidewater Council

Princess Anne District

Pinewood Derby Rules & Procedures

Updated as of 30 January 2024



Church of the Ascension - Ascension Community Center
4853 Princess Anne Rd
Virginia Beach, VA 23462

Date of Race
16 March 2024

Race Times

AOL's - 09:00 AM
Webelos - 09:45 AM
Bears - 10:30 AM
Wolves - 11:15 AM
Tigers - 12:00 PM
Lions - 12:45 PM
Finals - 1:30 PM

Check-in Begins 15 Minutes Prior to Start Time
Races Start Promptly at Specified Times

Tidewater Council
Princess Anne District
Official Pinewood Derby Rules

Car Specifications:

1. Width - 2 $\frac{3}{4}$ inches.
2. Length - 7 inches.
3. Gross weight - shall not exceed 5 ounces.
4. Width between wheels – 1 $\frac{3}{4}$ inches.
5. Clearance between car bottom and track – no less than $\frac{3}{8}$ inch.
6. Height - 3 inches maximum (finish line gate will obstruct a taller car).
7. Wheel base can be modified provided the front wheels do not extend past the front of the car itself.
8. The main body of the car must be constructed out of pinewood.

Car Rules:

1. All 4 wheels must be on the track at all times.
2. Only dry type lubricant is permitted (i.e. graphite).
3. Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted.
4. The car shall be freewheeling with no starting device(s).
5. The entire car must line up behind the starting post.
6. Weights must be fastened securely, and paint shall be dry.
7. Wheel bearings, washers, bushings, and springs are prohibited.
8. Wheels and axles may not be altered. Wheels and axles may be polished to remove imperfections. No changes to the size or shape of the wheels and axles are permitted.

Race Rules:

1. Cars must be this year's construction and not the car that won at the prior level race. (i.e. Pack car goes to District, and District to Council. All cars are eligible to register on their own for National in New York if hosted.)
2. A Scout must be present for their car to be raced. Exceptions may be granted by the Race Director on a case-by-case basis.
3. Cars shall be inspected with **TWC inspection sheet** and weighed by race officials to ensure that all cars fulfill the race requirements. Once a car passes inspection, it will be impounded until its racing has been completed.
4. Only Race Officials are permitted inside the impound or track areas, unless otherwise granted.
5. Races will be run by Rank – Lion, Tiger, Wolf, Bear, Webelos, and Arrow of Light. Trophies shall be awarded for the top three racers in each Rank Group. Trophy winners will then race against each other for 1st, 2nd, and 3rd place for the Overall trophies.
6. Protests and problems should be brought to the attention of the Race Director immediately. No protests will be allowed after the start of the next race.
7. The Race Director, at their *sole* discretion, **may** take any actions they deem necessary for fairness, safety, and good sportsmanship. All decisions of the Race Director shall be final. The council will not mediate protests.
8. Any car is subject to reinspection at any time while in possession of the race staff.

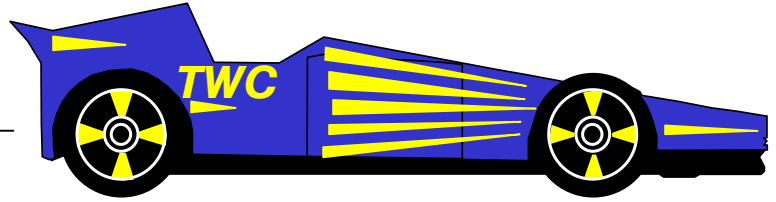
TWC Pinewood Derby Car Inspection Form

Date: _____

Scout: _____

Rank: _____ Den: _____

Car #: _____



OK To Race: _____

	Basic Car	Pass	Fail	Remarks	Insp
1	BSA Kit Used:				
2	Length: 7.0" or Less				
3	Width: 2 3/4" or Less				
4	Ground Clearance: 3/8" Min				
5	Wheel Track: 1 3/4" Min:				
6	Wheelbase: 4 5/16"				
7	Initial Check In Weight: 5 oz. Max			Weight:	
8	Final Weight: 5 oz. Max:			Weight:	
Wheels					
9	BSA Wheels:				
10	Logo Intact:				
11	Wheel Width: 11/32" (.34") Min.				
12	Tread Width: 1/4" Min.				
13	Wheel Diameter:				
14	Wheel Ground Contact: All 4				
15	Full Contact: No Camber				
16	Full Contact: No Crowning				
17	No weight washers covers etc in wheel or adjacent.				
18	Proper Lubricant (No Liquids)				
19	No Lubricants on Flat Tread				
20	Axels: BSA Nail Design				
21	No Active Suspension:				
22	Weights Secure:				
23	Lead Weights Painted			(If Applicable) N/A _____	
24	No Liquid Weights				
25	No Operational Mechanisms:				
26	Details Secured:				