# Olympic District Pinewood Derby Rules

1. Car Specifications: **Width: - 2-3/4"; Length - 7"; Weight - Not over 5 Ounces; Width between wheels - 1-3/4".** No part of the car may extend past the starting gate of the track.
2. The unobstructed clearance of the pinewood derby car must be 3/8 inch or more from the total underside of the car to the base of the wheels.
3. The car must have been made during the current program year (year in which derby is being held).
4. Wheel bearings, washers, and bushings are prohibited.
5. The car shall not ride on springs.
6. Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted. Colored wheels are permitted as long as they are Official BSA wheels.
7. Only dry lubricant is permitted.
8. Cars must have enough surface on the front of the car to sit on the starting gate peg.
9. Details, such as steering wheel and driver are permissible if these details do not exceed the maximum length, width and weight specifications.
10. The car must be freewheeling, with no starting devices.
11. Each car must pass inspection by the official inspection committee before it may compete.
12. If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure and will be given time within the official weigh-in time to make the adjustment.
13. No loose materials of any kind are permitted on or in the pinewood derby cars. i.e. fasten weights, decorative elements firmly.
14. A Pinewood Derby car can be officially re-inspected at any point in time during the Pinewood Derby for possible violations.
15. Cars not meeting official Pinewood Derby rules will be disqualified from the official standings of the race.
16. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race. Cars will be impounded after inspection and will be held by race officials until the races are completed.
17. In the event of a tie in the top three positions, a one-time run-off will occur for those cars involved in the tie only.
18. Race officials’ and judges’ decisions are final. Remember to conduct yourselves as Scouts with honor, goodwill, and good sportsmanship at all times.
19. Observation of or knowledge of rule violations needs to be reported to a Pinewood Derby official.
20. If a car is run more than three times in races that do not count (i.e. timer or track issues prevent a “clean” race) then the Cub Scout may re-lubricate his car with dry lubricant (not provided) one time, under the supervision of a race official.
21. If a car leaves its designated lane during a race, it may be considered a “Did Not Finish” for that race unless said car interferes with another car’s ability to finish. In such a case, the race will be re-run (at the judge’s discretion).