

## **Scouting America's Pinewood Derby Car Building Rules**

According to the Scouting America's Cub Scout Leader How-To-Book, the general rules are as follows:

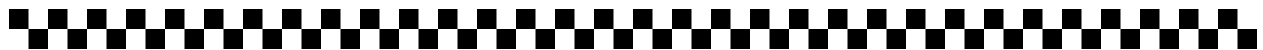
All cars must pass the following inspection to qualify for the race:

1. Width shall not exceed 2-3/4 inches.
2. Length shall not exceed 7 inches.
3. Weight shall not exceed 5 ounces.
4. Axles, wheels, and body shall be from the materials provided in the kit. Additional wheels can be purchased separately.
5. Wheel bearings, washers, and bushings are prohibited.
6. No lubricating oil may be used. Axles may be lubricated with powdered graphite or silicone.
7. The car shall not ride on any kind of spring.
8. The car must be free-wheeling, with no starting devices.
9. No loose materials of any kind are allowed in the car.



### ***Recorded Speed***

Cars are scheduled to race once in each lane of the track, then the time for every run is compiled, and the car completing the heats in the least amount of time is the winner. Other cars can be placed according to their elapsed time, too.



Members of each den race their cars against one another. The fastest car represents the den in a final competition with the winning racers from the other dens.

### ***Outlaw Racing***

Outlaw races allow grown-ups and non-Cub Scouts to build and race cars against others as well. Outlaw racers will follow the same car standards and rules as those of the Cub Scouts.