



**SEQUOYAH COUNCIL
PINEWOOD DERBY
RULES AND REGULATIONS**

1. LENGTH, WIDTH AND CLEARANCE

- a. Maximum overall width (including wheels and axles) shall not exceed 2 $\frac{3}{4}$ inches.
- b. Minimum width between wheels shall be 1 $\frac{3}{4}$ inch so the car will clear the center guide strip of the track.
- c. With the car resting on a flat surface, the minimum clearance between the bottom of the car and a flat surface shall be $\frac{3}{8}$ inch so the car will clear the center guide strip of the track.
- d. Maximum length shall not exceed 7 inches.
- e. There is no minimum length as long as the axles are not modified from their original location.
- f. The maximum height of the car cannot exceed 4 inches. Any taller and the car will not pass under the finish gate
- g. Wheelbase (distance between front and rear axles) may not be changed from the body kit distance of 4 $\frac{1}{4}$ inches.
- h. The foremost front leading edge of the car must be located at the front center of the car (a V-shape cannot be cut into the front, center, leading edge of the car). Moreover, with the car resting on a flat surface, the maximum clearance between the front leading edge of the car and a flat surface shall be $\frac{5}{8}$ inch.

2. WEIGHT AND APPEARANCE

- a. The car's weight shall not exceed 5 ounces. The readings of the official race scales will be final. The car may be hollowed out and built up to the maximum weight by additional materials including but not limited to wood, metal, or plastic, provided it is built securely into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- b. Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as they are firmly affixed and do not cause the car to exceed maximum length, width, and weight specifications.
- c. Liquid materials such as water or mercury shall not be used for adding weight. Mercury is a potential health hazard, and other liquids can damage or alter the race track surface.
- d. Powdered materials such as dirt or sand shall not be used to add weight. These materials may damage or alter the race track surface. Dry, powdered lubricants such as graphite are permitted on the wheels and axles (see Lubrication below)
- e. Cars with wet paint or adhesives will not be accepted. Paint or adhesives that are still tacky are considered "wet"

3. WHEELS AND AXLES

- a. Only the Official Scout Grand Prix wheels and axles may be used. Axles may be polished. Wheels may be lightly sanded to remove the mold projection on the tread. This is the ONLY allowed wheel modification. Beveled, tapered, thin sanded, wafered or lathe turned wheels are prohibited.
- b. Wheel bearings, washers or bushings are prohibited.
- c. The cars shall not ride on any type of springs.
- d. Car must be free-wheeling with no starting device or other means of propulsion.

4. LUBRICATION

- a. Only dry powdered lubricants, such as graphite may be used. Other lubricants, such as oils and silicone sprays are prohibited.
- b. Cars may be lubricated BEFORE inspection only. No further lubrication will be permitted.

5. GROUND RULES

- a. The race is open to all Cub Scouts registered in the Sequoyah Council. There will be a separate classification of Non-Scout for siblings, parents, and leaders.
- b. Cars entered must have been constructed after the most recently completed Tri-District Pinewood Derby (March 9, 2024) and the Scout entering the car must have participated in its construction. A Scout may use a car in the Tri-District Pinewood Derby that is different from the one he/she used in their Pack Pinewood Derby.
 - i. Prefabricated cars such as the PINE CAR, will NOT be accepted.
- c. ONLY cars made from the Official BSA Pinewood Derby Car Kit will be acceptable (4-wheel car only - no 18 wheelers).
- d. If a car jumps off the track, that heat will be run again. If the same car jumps off the track a second time, it will automatically lose that heat.
- e. If a car leaves its lane and interferes with another car, that heat will be run again. If the same car leaves its lane a second time and interferes with another car, that heat will be run again without the interfering car. The interfering car will lose that heat automatically.
- f. If a car suffers a mechanical problem (loses an axle, breaks a wheel, etc.) and a successful repair can be accomplished in a reasonable time, that heat will be run again. If not, the car will automatically lose that heat.

- g. All persons attending the Tri-District Pinewood Derby shall at all times conduct themselves in a manner that is in keeping with good sportsmanship and the Spirit of Scouting. Failure to abide by this rule shall be grounds for expulsion from the competition and race venue.

6. INSPECTION AND DISPUTES

- a. Each car MUST pass inspection by a member of the Race Rules Committee before it may compete. A member of the Race Rules Committee has the right to disqualify a car that does not comply with the Tri-District Pinewood Derby Rules. The car owner will be informed of any violation(s) and given the opportunity to modify the car so as to comply.
- b. Any participant (including the parent of a participant) has the right to appeal to the Race Rules Committee for an interpretation of these rules. The Race Rules Committee shall interpret the applications of these rules by majority vote. In the case of a tie vote, the decision of the Tri-District Pinewood Derby Chairperson shall be final.

7. LOCATION

