

Dellaykee District Pinewood Derby Rules

Important Tips:

1. The Scout and an adult should make the car together as a project. It is not the intent that the adult show the Scout the garage door then walk away; nor is it the intent that the Scout play video games while the adult cuts and sands. The adult should shape the car with cutting tools and then direct the rest of the action while showing the Scout each step in building the car.
 2. Safety first... let's not lose any fingers!
 3. Know the rules. Being disqualified can be very disappointing.
 4. Suggestion – try not to make the front of the car pointed. A pointed front is often difficult to position on the starting gate pin.
 5. Have fun!
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Specifications:

Body: The body in the Official BSA Pinewood Derby Kit must be used. Bodies of other materials will be grounds for disqualification. The body may be shaped, hollowed-out, and/or built up from the original block, as long as it meets all other specifications. Any additions to the original body such as steering wheels, drivers, decals, weights, etc, must be firmly attached.

Front / back: There is no designated front or back to the supplied body – either end may be used as the front. Cars may not protrude beyond the starting post. The front of the car should not be tapered more than 3/4" from the bottom of the track (to ensure that the starting gate pin can hold the car without the front protruding over the starting line).

Width: The car body width at the wheels may not be modified – it must be the same as the original – the wheelbase may not be modified. Other areas of the body may be narrowed or widened. The width must not exceed 2¾" (2.75 inches).

Length: Overall length may not exceed 7 inches.

Wheels: Only the Official Scout Grand Prix wheels and axles may be used. You may not use washers, bushings, bearings, or springs. Wheels may be lightly sanded to remove the lashing and molding seam only. Reductions or changes in width, diameter, or shape are not allowed. The tread on the sidewall must remain visible.

Bottom Clearance: There must be 3/8" clearance between the bottom of the car and the track.

Weight: The finished car cannot weigh more than five ounces (5 oz.). The weight shown on the Official Race Scale is final. All car parts and materials must be firmly attached. To increase the weight of the car, add wood or metal only. Do not use Mercury or any other hazardous material. The car must free-wheel with no stored energy or movable weights. *To test: hold the car by its wheels, and gently shake it. If it rattles or the weights move, it is not in compliance and needs to be secured.*

Lubrication: Use only graphite lubricant. NO OTHER LUBRICANT may be used. Oils and silicone sprays may damage the racetrack and the plastic wheels of the car. No graphite may be applied after the car has been inspected at weigh-in.

Appearance: Profanity, symbols, or slogans that do not follow good scouting will not be allowed. Alcohol and/or tobacco advertisements are also not permitted.

Inspection: Cars will be inspected at weigh-in for compliance to the specifications. Racers will be informed of any violations and given an opportunity to modify the car to meet compliance. Cars can be re-inspected at any time. If the car does not meet specifications, it must be brought into compliance before its scheduled race or be disqualified.

Impound: Cars will be impounded after weigh-in. After being impounded, repairs will be limited to replacement of wheels/axles that are broken/lost during a race. No additional graphite may be applied.

Scouting encourages good sportsmanship. Unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area. The Scout must be present for the car to participate in the Dellaykee District Pinewood Derby

Dellaykee District Race Rules

The Cars: Cars must be in compliance with Dellaykee District specifications. Cars must have been made this year for entry in the Pinewood Derby.

Call to race: When the Scout's name is called, each Scout will retrieve his car from "the pit" and present himself, with his car, to the starter area. If the Scout does not respond, his name will be called a second time. If the Scout has not presented himself in time for his heat race, he will be judged as placing last for that race heat. If no competitor is present, the Trackmaster may, at his/her sole discretion, defer the heat race in a manner that does not interfere with the progress of racing.

The Race:

Car leaves the track: If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.

Car fault: If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the interfering car will automatically lose the heat.

Mechanical fault: If a car suffers a mechanical problem during a heat and a repair can be accomplished within five minutes, the heat will be run again. If not, the car will automatically lose the heat. If a car suffers a mechanical problem after the heat, the Scout and adult partner have five minutes or until the next scheduled heat race to fix the car. The heat will not be rerun.

No finishers: If, during a race, no car reaches the finish line on the track, the car, which went the furthest in its lane, shall be declared the winner.

Track fault: If a car leaves its lane, the Track master, at his/her sole discretion, may inspect the track. If a track fault is found which is concluded to have caused the initial violation, the Trackmaster may order the race to be rerun after the track is repaired.

The decision of the Judges and Trackmaster are final.