

## Pack 1150 Pinewood Derby Rules

### Cub Scout and Non-Adult Family Class Rules

Each car must pass these 14 rules in order to qualify:

1. The Scout or family member must build their own car. Adults can provide advice, and may assist with cutting, shaping, and decoration of the car, **BUT** - the intent of Pinewood Derby is for Scouts to have a fair race with his car against cars prepared by his peers. Remember – a Scout is Trustworthy ☺
2. You must construct the car using an official BSA Pinewood Derby kit.
3. The car must not weigh more than 5.0 ounces. The official race scale is final.
4. The overall length of the car must not be more than 7 inches.
5. The overall width of the car must not be more than 2 3/4 (2.75) inches.
6. The car must have 1 3/4 (1.75) clearance between the wheels (from side to side).
7. The car must have 3/8 (0.375) inches clearance underneath the body.
8. You must use official BSA Pinewood Derby wheels. You cannot cut, drill, bevel, lathe, or round off the wheels, except -
  - a. There is a single burr on the tread of each wheel (from the casting mold) where it was made. This can be cut off, and is the only modification that can be performed.
9. The axles supplied with the kit must be used.
  - a. You may polish the axles, but grooving or undercutting the axle is not allowed.
  - b. Only dry lubricants can be used (such as powdered graphite or dry Teflon).
10. Wheel bearings, washers, or bushings are prohibited.
11. The car must not ride on any type of springs (axles must be directly inserted into the car).
12. The car must be freewheeling, with no starting devices.
13. Weights or other materials must be securely attached to the car.
14. Cosmetic details like steering wheels, driver, decals, painting, and interiors are encouraged as long as these details do not exceed the maximum length, width, and weight specifications.

### Open Class (Adult) Rules

Each car must pass these 13 rules in order to qualify:

1. The basic construction of the car must begin with an official BSA Pinewood Derby kit.
2. The car must not weigh more than 5.0 ounces. The official race scale is final.
3. The overall length of the car must not be more than 7 inches.
4. The overall width of the car must not be more than 2 3/4 (2.75) inches.
5. The car must have 1 3/4 (1.75) inches clearance between the wheels (from side to side).
6. The car must have 3/8 (0.375) inches clearance underneath the body.
7. Wheel bearings, washers, or bushings are prohibited.
8. The car must not ride on any type of springs (axles must be directly inserted into the car).
9. The car must be freewheeling, with no starting devices.
10. Weights or other materials must be securely attached to the car.
11. Cosmetic details like steering wheels, driver, decals, painting, and interiors are encouraged as long as these details do not exceed the maximum length, width, and weight specifications.
12. The car must use official BSA Pinewood Derby wheels. The builder may modify the wheels in any manner they see fit except exclusions in rule #7.
13. The car must use axles matching the standard dimensions of BSA Pinewood Derby axles. The builder may modify the axles in any manner they see fit.

## **Race Rules:**

1. If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
2. If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the incident, the track chairman may order the race to be rerun after the track is repaired.
3. If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
4. If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.
5. Entrants will be allowed to lubricate their cars' wheels before checking them in, and then once before the beginning of each round of races (i.e. before the semi-finals and finals).

Each car must pass inspection by the official Inspection Committee before it will be allowed to compete. The Inspection Committee has the responsibility to reject those cars that do not meet these specifications. Cars must be checked in by 10:00. Cars cannot be changed or modified after they are inspected and checked in.