



# Pack 343

## Pinewood Derby Rules

### Heart of New England Council

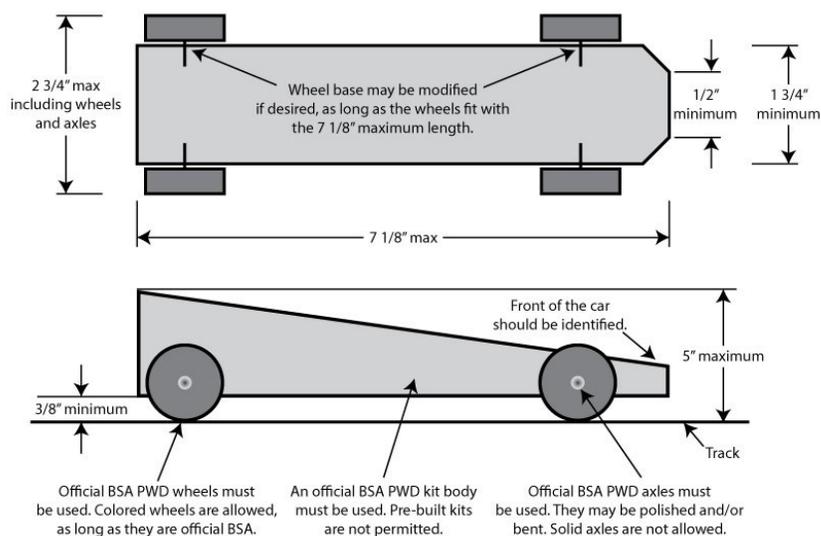


**Preface: These rules are encouraged for all Pinewood Derby events in the Heart of New England Council, and will be used for any Council and/or National Pinewood Derby Grand Prix event.**

*Please remember that the Pinewood Derby is a recreational event. The point is not to win, but to have an enjoyable time regardless of the outcome of the race. The Cub Scout Motto of “Doing Your Best” will be stressed for all participants, youth and adult.*

## 1. Lengths, Widths, & Clearances

- A. The maximum overall width (including wheels and axles) is 2 ¾ inches.
- B. The minimum width between wheels is 1 ¾ inches so that the car will clear the center guide strip in its lane.
- C. The minimum clearance between bottom of car and track is 3/8 of an inch to clear the guide strip.
- D. The maximum length of the car, including wheels, is 7 1/8 inches.
- E. The maximum height of the car, from the wheels, is 5 inches.
- F. The front center of the car where it meets the race release bar must be at least ½ inch wide. The front of the car shall not be a pointed edge.
- G. If desired, you may change the wheelbase (the distance between the front and rear axles).



## **2. Weight and Appearances**

- A. The total weight of the car shall not exceed 5.0 ounces. The readings given by an official race scale at weigh-in shall be considered final. Cars may be hollowed out and built up to maximum weight by the addition of wood, plastic, fiberglass or metal only, provided that it is built into the body of the car and firmly attached to it. No loose materials of any kind are permitted in or on the car. Note that the car may be inverted and shaken as part of the inspection. There should be no sharp objects or materials (ex. glass) that could harm handlers or damage other cars or the track.
- B. Pre-built “kits” are not allowed. All cars should be crafted from the official Boy Scout Pinewood Derby kit that contains a regular block of wood.
- C. Mercury shall not be used for adding weight, as it is a health hazard.
- D. Details such as steering wheel, driver, spoiler, decals, painting, and interior detailing are permitted as long as these details do not exceed the maximum length, width, and weight rules as detailed above.
- E. Cars with wet paint are not acceptable.
- F. Weights may be screwed onto the cars instead of glued for easier adjustment.

## **3. Wheels and Axles**

- A. Only official Boy Scout Pinewood Derby wheels may be used. Colored wheels from the Scout Shop are permitted. The molding seam on the wheel’s tread may be removed with a light hand sanding. No other wheel changes (beveling, tapering, thin sanding, wafering, lathe turning, etc.) are allowed. Sanding a wheel spun on a mandrel is allowed, PROVIDED the molded in tread marks are still clearly visible around the entire circumference and width of the wheel. The width of the wheels where they touch the track must be at least ¼ inch and flat (not rounded).
- B. Official Boy Scout axles (supplied with the kit, or in an official BSA wheel pack) must be used. These axles may be polished and/or bent. Solid axles across the car are not allowed.
- C. Wheel bearings, washers, or bushings are prohibited.
- D. The car may not ride on any springs or suspension.
- E. The car must be free-wheeling, with no starting device or other means of propulsion.
- F. Axles may be inserted into existing slots, new slots, drilled holes, or hammered into the car. It is not necessary to use the slots pre-built into the car.
- G. It is not necessary that all 4 wheels touch the track; however, all 4 wheels must be used in the design.

## **4. Lubrication**

- A. Only dry powder graphite may be used as a lubricant; other lubrications such as oils, krylon sprays, and silicone sprays are prohibited.
- B. Cars may not be disassembled (i.e. wheels removed) during lubrication. Once a car has been inspected, no further lubrication will be permitted. No graphite may be applied after inspection or during races. There will be no lubrication between rounds.

## **5. District Pinewood Derby Event Entry**

- A. The race is open to all Cub Scouts (Lions through Arrow of Light) who are from Packs in the Mill Town District. This event is March 29-30... stay tuned for updates.

## 6. Inspections and Disputes

- A. Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify cars that do not meet all rules. Car owners will be informed of why car was disqualified, and will be given the opportunity to modify car to meet racing standards. Cars that have not passed inspection by the close of the check-in period (as determined by the Race Committee) will not be allowed to race.
- B. No modifications are allowed after completing inspection. The cars will be garaged after modification and handled solely by Race Officials. Scouts will not be allowed to touch their cars until after the race events are over.
- C. Any participant has the right to appeal a decision to the Race Committee for an interpretation of these rules. The Race Committee, by majority vote, will be the final judge of these rules. In case of a tie vote, the Race Committee Chairperson will make the final decision.

## 7. Racing Rules and Awards

- A. Only Race Officials and scouts who are currently racing will be permitted into the track area. No one else is allowed unless approved by the race committee.
- B. If a car jumps off the track, that heat will be run again.
- C. If a car consistently jumps off the track, it will be deemed to have a mechanical problem, and be dealt with accordingly.
- D. If a car interferes with another car, that heat will be run again.
- E. If a car suffers a mechanical problem (i.e. it loses an axle or breaks a wheel), a reasonable amount of time, as determined by the race committee, will be allotted for repairs, and the heat where the failure occurred will be run again. This time may not be used to apply lubrication.
- F. An electronic finish line will be used, and it will determine the winner of each race. Human judges will watch each race for any track or car malfunctions, but will not decide the winner.
- H. Race format will be determined by the Race Committee and published prior to the event.
- I. Individual trophies will be awarded to the top finishers overall, and in each rank.
- J. Un-Scout-like and unsportsmanlike conduct by any participant or spectator is grounds for a "DQ" and expulsion from the competition and/or event area.

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