

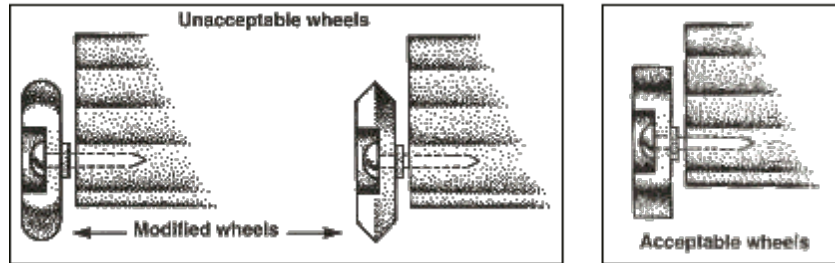


Pinewood Derby Rules

Note: Each Scout is responsible for understanding and following all rules. Nothing would be more heartbreaking than to work hard on a car and then have it disqualified for a rule violation. Parents: please review the rules with your Scout and help him understand the regulations, science, and sportsmanship of Pinewood Derby.

1. Car weight shall not exceed 5.000 ounces (By the Derby's official scale); car dimensions shall not exceed 7 inches in length, 2 3/4 inches in width, or 4 3/4 inches in height.
2. Sufficient space of 3/8 inch must be provided under the car to clear the guide rail. The car will have to clear the Official test block, 3/8 inch thick and 1 3/4 inch wide.
3. Only wheels and axles from the Official BSA Pinewood Derby kit or BSA Supplement kit may be used.
4. Weights and detail items (such as decals, driver figures, steering wheels, exhaust pipes, etc) from other sources are acceptable as long as they are secured and do not fall off and do not cause the car to violate any other rules.
5. Cars must have been built for the current pack year race. Cars from previous years (whether raced or not) are not permitted.
6. Wheel bearings, washers, or bushings on wheels or axles are not allowed.
7. Only approved dry powder lubricants may be used, as available at scout headquarters – these include graphite (black/gray) and Teflon (white). Lubes may only be applied outside the building, or at the designated 'pit' area, before final inspection. Excess powder must be shaken off before bringing the car into the building. Lubricant may not be applied to cars after registration.
8. One-piece axles are prohibited. Four nail-type axles provided in the BSA Pinewood Derby car kit or BSA Supplement kit must be used and must all be in the same plane.(all four wheels must touch the track at the same time.)
9. The car shall not ride on any type of spring.
10. The car must be freewheeling, with no starting devices.
11. No loose materials of any kind are allowed on or inside the car. Any item that falls off during the race will be left off and that is how the vehicle will continue to race. If the piece fell off after an accident with a another vehicle then it is up to the official to determine if a repair is allowed.
12. Wheels may not be tapered, rounded or narrowed. Sanding excess plastic mold material at seam lines (assuring that each wheel is round) is permitted.

13. The lateral distance between wheels (e.g., from the inside of the left front wheel to the inside of the right front wheel) must be at least 1 3/4 inches.
14. The length of the wheelbase and/or position of the wheels on the car may be modified. Either end of the wood block may be designated to be the front of the car.



15. Weights must be an integral part of the car chassis. Weights may not be held in place using tape. (The exception to this rule is if you are using stick on mag wheel weights).
16. Scouts are responsible for being on time. Cars must be registered before the race times published prior to the Derby. No new entries will be permitted to enter a heat once registration is closed. No heat will be delayed more than 60 seconds waiting for a Scout.
17. ***Scouts are not permitted to touch a competitor's car under any circumstances. Scouts are not permitted to touch their own car after it has been registered except when instructed to place the car on the track, return it to the display table, or make a repair. Scouts may be disqualified for touching any car at inappropriate times.***
18. In the event of a breakdown, Scouts have 5 minutes (under the supervision of a race official) to perform repairs with the assistance of the Pit Crew. The vehicle will need to go through vehicle inspection again.
19. Scouts must be present on Race Day in order to compete in any category. (Any Scout who has a Viable Reason May Petition The Race Officials before the day of the race. Each petition will be handled on an individual basis. The decision of the officials is final.
20. Decisions of the Inspection Crew and Race Officials are final! Once a decision has been handed down there is no process to change it from initial inspections all the through the race.

Please allow time to arrive early and complete registration and inspection on time – it is not possible to add a car once racing has started. The registration closing times will be enforced.