

# PINEWOOD DERBY RULES

**Participation:** Open to all Pack Cub Scouts and Tiger Cubs.  
Each Scout may enter only one car, and that car must have been built during the current school year in which the Derby is being held.

**Inspection:** Cars will be inspected during registration for compliance to the specifications set forth below.

**Impound:** Cars will be impounded when registered. After being impounded, repairs will be limited to replacement of axles/wheels that are broken/lost during the race.

## *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, or built up from the original block, as long as it meets all other specifications. Any additions to the original body, i.e. steering wheels, drivers, decals, paint, weights, etc., must be firmly attached.

**WIDTH:** The car width at the wheels may not be modified; it must be the same as the original kit. Width must not exceed 2 3/4".

**LENGTH:** Overall length may not exceed 7".

**WHEELBASE:** Wheelbase may not be modified in any way; it must be the same as the official kit.

**WHEELS:** Wheels and axles must be as furnished in the official kit only. NO washers, bushings, bearings or springs are allowed. No hub caps are permitted. Wheels may be lightly sanded to remove the flashing only. Beveling, tapering, thin sanding, wafering or lathe turning of wheels is prohibited. NO reductions in width or diameter, or changes in shape are allowed.

**WEIGHT:** The weight of the race-ready car must not exceed five (5) ounces as measured on the official scales. The reading on the official scale will be considered final. The car may be hollowed out and built up to the maximum weight by addition of wood, metal or plastic only, provided the material is securely built into the body or firmly affixed to it. No liquid or loose material of any kind is permitted in or on the car.

**LUBRICATION:** Only graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels.

**OTHER:** Cars must be free-wheeling with no stored energy, movable weights, mercury, starting device or propulsion. There is no designated front or back to the supplied body, either end may be the front.

## **GROUND RULES AND COMPETITION:**

Racers will be divided into TIGER, WOLF, BEAR, Jr. WEBELOS and Sr. WEBELOS divisions. Racing will be on a MULTIPLE ELIMINATION basis to determine the three winners in each division

If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically place last in that race.

If a car leaves its lane and interferes with another car, the race will be run again. If the same car leaves its lane a second time and interferes with another car, that race will be run again without the interfering car. The interfering car will automatically place last in that race.

If a car becomes damaged and can be repaired in a reasonable amount of time (3 minutes), the race will be run again. If not, the damaged car will automatically place last in that race.

ONLY race officials and Scouts participating in the CURRENT race may enter the track area. This rule will be strictly enforced.

Decisions of the Race Committee are final.

### ***NO LUBRICANTS MAY BE USED ONCE THE CARS ARE REGISTERED!***

Cars will be disqualified if the Scout or his parents display unsportsmanlike conduct on the race site.

### ***\*\*\* Scouting encourages good sportsmanship. \*\*\****

Two things the Pinewood Derby requires each participant to learn are 1) the craft skills necessary to build a car, and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.

Good Luck!