

Pack 218 Official Pinewood Derby Rules

Listed below are the District Pinewood Derby Official Rules. Pack 218 will use these rules as a standard in running Pinewood Derby Races. The District rules have been applied to limit the chance of a Scout's car to be disqualified at the District level and not be allowed to compete.

- Cars will only be run by race officials or designated assistants; no one else is permitted in the race area.

- No modifications to the wheelbase are allowed. The wheelbase must be in the original slots, or same spacing/position as designed in the BSA Official kit.

The car must conform to these specifications:

- WIDTH – Car cannot be more than 2 ¾ inches wide.
- LENGTH– Car cannot be more than 7 inches long. This includes any exterior add-on accessories.
- WEIGHT– Finished car cannot weigh more than 5 ounces. The weight shown on the Official Race scale is final.

- Use only BSA Official Grand Prix wheels and axles. You can polish the axles. You may lightly sand the wheels to remove the molding seam on the tread or to true the wheel. No other wheel changes are allowed (re-shaping, excessive sanding, etc.). No solid axles are allowed.

- You may not use bearings, washers, or bushings. The car may not ride on any type of springs. The car must be freewheeling with no starting devices.

- No loose attachments are allowed, which includes, but not limited to, BBs, liquid mercury, sliding lead shot, etc. (We have seen them all).

- Only dry powdered graphite is authorized as a lubricant. No oils or silicone sprays are allowed. No graphite may be added after final inspection.

- Once a car has been signed in – no further adjustments by the Scout (or his family) is allowed. Only Emergency repairs may be performed if needed under the strict guidance of a Race Official.

- Each Scout can only enter 1 (one) car, and it must be this year's car. You cannot race a previous year car.

- Each car must pass inspection by the Official Inspection Committee before it may compete. The inspectors will disqualify any car not meeting these rules.

The Head Judge will resolve any conflict. Judges decisions are final!!! Anyone that raises a conflict will AUTOMATICALLY be listed on next year's Pinewood Committee and will be required to assist with the race (including planning). NO EXCEPTIONS!

These rules only apply to cars that are entering official race competition. Any car NOT meeting these qualifications will be placed into the OPEN CLASS race.

Remember WHY we're here...

Have Fun and the Best of Luck!

PACK 218 PINWOOD DERBY RULES

General:

Participation: Open to all Pack 218 Cub-Scouts, Tiger Cubs, and Webelos. Parents and siblings are invited to participate in the separate Dad's Race.

Single Entry per Person/New Car: Only one car may be registered by any person in the Pinewood Derby. Each Scout is to build a completely new car each year. No car with wet paint will be accepted.

Inspection: Each car must pass a technical inspection during registration for compliance to the specifications set forth below before it may compete. The race-day "Pit Stop" area will have the official scale and length box. That check-in equipment will be the official equipment for the race.

Attendance/car handling: The Cub Scout MUST enter his own car. This means that the Cub Scout must be present at "Inspection and Registration" to enter his car into competition. Cars will be staged on the tracks by the "Starter Team."

Car Design Rules Interpretation: Interpretation of the rules are at the sole discretion of the Inspection Committee Judges present during the Registration and Inspection process.

Race-Day Rules Interpretation: On Race-Day, the Cub Scout must make all questions of rules interpretations and procedures to the Pinewood Derby Chairman or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the Pinewood Derby Chairman. All decisions of the Pinewood Derby Chairman are final. Decisions of Race Officials on questions of fact (i.e. the result of a specific race) may not be appealed beyond the Trackmaster and/or Finish Line Judges.

Impound: Cars will be impounded when officially registered. No changes to the car may be made after being impounded and repairs will be limited to replacement of axles/wheels that are broken/lost during the race.

Specifications:

Essential Materials: All cars entered shall be constructed from the "Official Grand Prix Pinewood Derby Kit".

Weights and Attachment: Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car. Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, etc.

Wheel Treatment: Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor in reducing the wheel width from the original kit wheels. Some of the original "tread marks" on the wheel face must remain intact, i.e. apparent to the inspector and will appear as a bright spot on the surface. Wheels may not be machined to a beveled condition and the portion of the wheel surface that contacts the track must remain parallel to the axle.

Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, bearings.

Gravity Powered: The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.) The car must move only due to its own weight. No devices may be added to a car (motors, springs, moveable weights, etc.) that cause it to move or accelerate. There is no designated front or back to the supplied body, either end may be the front. If there is any chance for confusion, please be sure to tell the leaders running the race which way you want the car to run.

Lubricants: Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track. In the interest of fairness, only one lubrication is allowed before the beginning of the first heat race and then once again before the beginning of the first race of the semi-finals and finals.

Body The body in the Official BSA Pinewood Derby Kit must be used. 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, weights, etc., must be firmly attached.

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Ground Clearance: The bottom of the body should not be lowered (wheels raised) any more than the depth of the existing axle slots to prevent the bottom of the car from rubbing on the raised portion of the track. A minimum 3/8" clearance is to be maintained.

Width: The car width must not exceed 2 3/4 ". If the car is too wide it may collide with others on the track.

Track: The wheel track (width between the wheels side-to-side) may not be changed from that of the original kit. The body may be shaped or narrowed at other points as long as it does not interfere with the car's track placement. If the wheels are too wide, the car may collide with others on the track. If the wheels are too close together they may rub on the raised portion of the track.

Length: Overall length of the car may not exceed 7", the length of the block in the Official BSA Pinewood Derby Kit.

Wheelbase: The wheelbase (length between wheels front-to-back) may not be changed from that of the Official BSA Pinewood Derby Kit.

Weight: The weight of the race ready car must not exceed five (5.0) ounces as measured on the official race scales.

Other Rules:

Car Leaves Lane/Track: If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If the car leaves its lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves its lane and interferes with another car, that car will be judged last place, and the race will be re-staged and re-run without that car. Any car jumping the track twice in any one heat will be automatically disqualified.

Car Repair (Without Fault): If, during the race, a wheel falls off or the car becomes otherwise damaged, then the SCOUT may, to the best of his ability perform repairs with the assistance of his adult partner or Pit Crewmember.

Car Repair (With Fault): If a car is damaged due to track fault, or damage caused by another car or person, then the Trackmaster, at his sole discretion, may allow additional repair assistance to the Cub.

Track Fault: If a car leaves its lane, at his sole discretion, the Trackmaster may inspect the track and, if a track fault is found which probably caused the initial violation, the Trackmaster may order the race heat to be rerun after the track is repaired.

No Finishers: If, during a race heat, 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.

The Race Area: Only race officials may enter the track area. This rule will be strictly enforced.

Call to Race: Competitors will be called by Den level prior to each heat. When his Den level Scouts may enter designated race area to view race.

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SPECIAL NOTES TO ALL CONCERNED

The most important values in Pinewood Derby competition are parent/son participation, good sportsmanship and learning how to follow rules. The Pinewood Derby Committee **STRONGLY SUGGESTS** that each parent emphasize these ideas with your son. The Awards Committee is responsible for recognizing and encouraging these qualities.

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.

Respect for others:

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.

Honesty:

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.

Winning/Losing:

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.

Scouting encourages good sportsmanship. Please remember the reason we are here is to have fun building and racing cars. *Cars may be disqualified if the Scout or his parents display unsportsmanlike conduct at the race site.* Remember.....**DO YOUR BEST!**