## Pack 318 Pinewood Derby Rules

## (2016-2017)

***Scout and Sibling Cars:***

**Summary:**

Maximum Weight.....................................5.0 oz

Front Shape............................................No pointed or notched front ends.

Length................................................... 7.0 Inches Max

Height....................................................3.0 Inches Max

Width.....................................................2.75 Inches Max

Track Clearance.....................................3/8 inches (to bottom of car)

**Details:**

### 1. Length, Height, Width and Clearance

1. The maximum overall width including wheels and axles shall not exceed 2 ¾ inches.
2. The minimum width between the wheels shall be 1 ¾ inches so the car will clear the center guide strip on the track.
3. The minimum clearance between the bottom of the car and the track surface shall be 3/8 inch so the car will clear the center guide strip on the track.
4. The maximum overall length shall not exceed 7 inches.
5. The wheelbase (distance between the front and rear axles) may not be changed from the kit body distance of 4 3/8 inches (some kits may be off between 1/8 inch to ¼ inch). The pre-cut slots provided on the official BSA kit must be used!
6. The maximum height shall not exceed 3 inches.

### 2. Car Body, Weight and Appearance

1. Body wood shall be only as provided in the Official BSA Grand Prix Pinewood Derby Kit. Other additions (fenders, driver, decals, spoiler, painting and other stylistic details) are allowed, but must not cause the car to violate any of the dimensional guidelines listed herein.
2. The car must have been built during the current year (the school year in which the Pinewood Derby is held). Scouts may NOT re-use a car that was raced in previous years.
3. The maximum weight of the car shall not exceed 5.0 ounces. The reading of the official scale will be final.
4. No liquids, semi-solids or loose materials of any kind are permitted in or on the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided any additional material is securely built into the body or firmly affixed to it.
5. Cars with wet paint or wet glue will not be accepted.
6. The front end of the car must be flat at its leading edge (where the car engages the starting bar). No part of the car may extend beyond this front edge, as extensions or protrusions may trigger the finish line ahead of the car and could give the car an unfair advantage.

### 3. Wheels and Axles

1. Only BSA approved wheels and axles, as provided in the Official Pinewood Derby Kit, must be used.
2. Wheel bearings, washers, bushings and hubcaps are prohibited.
3. The car shall not ride on any type of springs.
4. The car must be freewheeling, with no starting devices or other types of propulsion.
5. Wheels can be sanded to remove surface imperfections, but the treads must be left flat. Beveling, tapering, narrowing, thinning, thin sanding or wafering of the wheels is prohibited.
6. Axles can be smoothed to remove surface imperfections, but not altered in any way except polishing. The head of the axle (nail) shall not be altered.
7. All 4 wheels of the car must touch the track/surface.

### 4. Lubrication

1. Only graphite or powdered Teflon “white lube” will be allowed for lubricating the wheels. You MAY NOT use any other lubricant, especially oil and silicone sprays. (Liquids, grease and sprays create an unfair advantage and can potentially mix with the paint of the car or the plastic wheels and make them tacky which will slow your car considerably over time and liquid lubricant can potentially foul the track ruining the racing surface for others).
2. There will be NO lubrication after your car has completed Final Inspection and Registration.
3. Due to safety reasons, there will be NO lubrication of your car in the race area or within the structure in which the derby event is being held. (Graphite on the floor creates a hazardous slipping condition where people are walking.
4. Cars that are lubricated during the race will be retired.

## *Parent Cars:*

## Parent cars *must meet all* of the rules listed in section 1.

## Parent cars *are not subject to rule 2D*

## Parent cars *are not subject to any rules in section 3*

## Parent cars *must meet all* of the rules listed in section 4

## Innovation is strongly encouraged in this class but should be limited to making the cars faster or more interesting--modifications that interfere with other competitors’ cars are not allowed.

## Check-in

* The car must be checked in on Friday night-no exceptions --to be qualified for any awards and to race. If you are unable to check in your car, please inform your den leader to make arrangements for another adult to check in your car.
* No Saturday morning check ins.
* Bring your vehicle in a shoebox for overnight storage after check-in. Please put your name on the box!
* Do not put your name on the car.
* Please no wet glue or sawdust on the car at check in time.
* We will have a pit crew available for last minute weight and clearance adjustments.
* A number sticker will be placed on the back of the Scout’s car after he completes registration identifying the car to the scout and his rank. Once the car completes check in, no one but the Scout is to touch the car the day of the race. No one can pick the car up except the judges Saturday morning or the scout preparing to race.
* Your scout is the only one who can race his car. No exceptions.

## Awards

* Craftsmanship-judged by 3 independent judges on neatness, detail, color and scout’s ability.
* Originality-Judged by three independent judges on unique design, unique color and detail and scout’s ability.
  + Note: A scout can only win one trophy for either originality or craftsmanship, in addition to speed.
* Speed-determined by a car’s average speed after running on each lane of the track (6 races total).

1st, 2nd, 3rd place trophies awarded for Tigers, Wolf, Bears, Webelos 1 and Webelos 2. These will be awarded after each rank completes their competition. 1st, 2nd and 3rd place ribbons for siblings and adults will be awarded as well.

There will be a slug award to the car with the slowest overall speed average that finishes all its six races (Finish means crossing the line)

The following ranks will advance to the District Derby:

Tigers - First Place for the category.

Wolf/Bear - First Place for the combined category.

Webelos (I/II) - First Place for the combined category.

## Racing

* The ONLY repair allowed during the Derby is for a wheel and axle that has come off of the car. Only the driver will make the repair by hand or with a hammer. NO glue or other adhesive substance will be used to make the repair. The car will be retired if the driver places any wet glue on the car during the race. The driver’s parent or Race Official may help by offering suggestions verbally. Only the Scouts racing their cars or the Race Officials are allowed to touch the cars. The Race Committee may also designate a pit crew for the race that would be allowed to help drivers.
* If the wheels/axels of a car come off for a second time during the race the car will be retired.
* Scouts need to wear their Class A uniform to race.