

PINEWOOD DERBY RULES
Great Southwest Council, BSA

1. Length, Width, and Clearance

- a. Maximum overall width (including wheels and axles) shall not exceed 2-3/4" to prevent interference with the adjoining lanes of the track.
- b. Minimum width between wheels shall be 1-3/4" so car will clear the center guide strip.
- c. Minimum clearance between bottom of car and track shall be 3/8" so car will clear the center guide strip.
- d. Maximum length shall not exceed 7". Cars shall have a relatively blunt front-end to lean squarely against the starting device.
- e. The block of wood must be from the official BSA kit.
- f. The car must be from this program year.

2. Weight and Appearance

- a. Weight shall not exceed five (5) ounces. The readings of the official race scale shall be final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- b. Mercury or other non-solid material shall not be added to the car.
- c. Details, such as steering wheels, driver, spoiler, decals, painting, and interior details are permitted as long as these details do not exceed the length, width, and weight specifications.
- d. Cars with wet paint will not be accepted.

3. Lubrication

- a. Only dry powder lubricants, such as graphite or silicone sprays may be used. Regular oils and some sprays may soften the plastic wheels.
- b. Cars may be lubricated before inspection. No further lubrication will be permitted.

4. Wheels and Axles

- a. Only the official Scout Grand Prix wheels and axles shall be used. Wheels may be sanded to remove the mold projections on the tread, but **shall NOT be SHAPED**. Beveling, tapering, thin sanding, wafering, lathe turning or other modifications to the wheels are **prohibited**.
- b. Wheel bearings, washers, and bushings are **prohibited**.
- c. The car shall not ride on any type of springs or other suspension.
- d. The car must be freewheeling with no starting device or other propulsion.
- e. All four (4) car wheels must make flat contact with the track; no "3-wheeled" cars will be allowed.
- f. The wheelbase (distance between front and rear axle) may **NOT** be changed.

5. Ground Rules

- a. If a car jumps off the track, the track will be checked and the heat will be run again. If the same car jumps the track a second time (in the same heat), it will automatically lose the heat.
- b. If a car leaves its lane and interferes with the other cars, the heat will be run again. If the same car leaves its lane and interferes with the other cars a second time, the interfering car will automatically lose the heat.
- c. If a car suffers a mechanical problem, such as losing an axle, breaking a wheel, etc., the racer will be allowed two (2) minutes for repair and the heat will be run again. If the repair cannot be made within the allotted time, the car will automatically lose the heat. Repairs will be performed in the designated Pit Area and will be witnessed by a judge. No modifications other than the repairs will be allowed. Officials may not assist with the repairs.
- d. The race will be electronically judged. If a malfunction occurs, human judges will be appointed by the Pinewood Derby Coordinator. They will be at the finish line. ALL judges must agree on the winner or the heat will be re-run.
- e. Only race officials and boys racing will be permitted in the registration and track areas.
- f. Each district must have a representative assisting with the race.
- g. All show cars must also meet these rules.
- h. The Scout will race in the age group he raced in at the Pack Derby.
- i. All proxies must be Scouts, No adult proxies, one proxy per car, and one car per proxy.

6. Inspection and Disputes

- a. Each car must pass inspection by the official inspection team before it may compete. The inspection team has the responsibility to disqualify cars that do not meet the rules. Car owners will be informed of the violations and given a chance to modify their car to meet the rules.
- b. Any participant (including the parent of the racer) has the right to appeal 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 decision of the race committee chair will be final.
- c. Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.

LET'S RACE!!