



Cub Scout Pack 54 OFFICIAL PINEWOOD DERBY RULES

1. Length, Width and Clearance

- a)** The maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches.
- b)** The minimum width between the wheels shall be 1-3/4 inches so the car will clear the center guide strip on the track.
- c)** 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.
- d)** The maximum overall length shall not exceed 7 inches.
- e)** The wheel-base (distance between the front and rear axles) may not be changed from the kit body distance of 4-1/4 inches.

2. Weight and Appearance

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

3. Wheels and Axles

- a)** Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit.
- b)** Wheels may be lightly sanded to smooth out molding imperfections the tread area. This light sanding is the only modification allowed. Beveling, tapering, thin sanding, wafering or lathe turning of the wheels is prohibited.
- c)** Axles may not be altered in any way except for polishing.
- d)** Wheel bearings, washers, bushings, and hub caps are prohibited.
- e)** The car shall not ride on any type of springs.
- f)** The car must be free-wheeling, with no starting device or other type of propulsion.

4. Lubrication

- a)** Only graphite or powdered teflon "white lube" will be allowed for lubricating the wheels.
- b)** There will be a lubrication table set up at the registration. 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 finals.

5. Ground Rules and Competition

- a)** The race is open to all Cub Scouts and Webelos Scouts registered in this Pack.
- b)** Each scout may enter only one car in the competition. Several cars may be constructed but only one may be registered and raced.
- c)** The car must have been built during the current year (the school year in which the Derby is held). Cars that have competed in a previous Derby are not permitted.
- d)** Competition will consist of heat races within each Den, and a series of final heats at the Pack level
- e)** To equalize differences among track lanes, each heat will consist of a number of races equal to the number of cars running in that heat. For den heats, this will be the number of boys in each den.
- f)** In each heat, each car will race in each track lane used for that heat. For example, a den heat with five cars would consist of five races with each car rotating through lanes 1, 2, 3, 4 and 5. The heat for a den with eight boys would have eight races, with two cars "sitting out" each race.

g) 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, the race will be run again without the interfering car. The interfering car will automatically place last in that race.

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

i) There will be at least two judges at the finish line, who will determine the first, second and third place finishers. The judges may or may not decide to use the electronic finisher for confirmation or to resolve finishes too close to call. If judges disagree about first, second or third places, they can decide to re-run that race.

6. Inspection and Registration

a) Each car must pass a technical inspection before it may compete. Technical inspection and registration of cars occurs on Sunday, January 13th, 2013, from 11:00am to 2:00 p.m.

b) The Inspection Committee shall disqualify cars which do not meet these rules. If a car does not pass inspection, the owner will be informed of the reason his car did not pass (too long, too heavy, altered wheel base, or the like), and will be allowed to repair the car to meet the standards.

d) No cars may be altered in any way after it has been registered. Damage repair shall be allowed during the Derby only if it does not delay the race, but no modifications shall be allowed.

