

PACK 3241 PINWOOD DERBY

Scout Derby Rules and Regulations

- The car must be newly built for the current Cub Scouting year. The Scout should substantially build the car. Parental supervision in the construction of the car is encouraged.
- The width of the car shall not exceed 2 ¾ inches. The length of the car shall not exceed 7 inches. The height of the car shall not exceed 8 inches. The weight of the car shall not exceed 5 ounces (141.75 grams) – original amount of bottom clearance must be maintained if weights are used underneath.

Please note that the block of wood is a little longer than what the regulations allow. We will continue to be less than stringent at enforcing this rule.

- The axles, wheels, and body shall be used as provided in the official BSA Pinewood Derby Kit. You may purchase different wheels, as long as they have the official BSA logo.

Wheel axles must be placed in the slot provided. If a wheel is broken and a new slot is needed, the slot can be placed no more than ¼ inch from the original position (the original slots are cut 4 ½ inches apart). If the second axle slot also needs to be remade, it must be cut in the same direction as the first so as to maintain the 4 ½ inch spacing.

- The following items are prohibited: springs, starting devices, propellants, wheel bearings, washers, bushings, sleeves, hubcaps, magnets, are prohibited.
- The following wheel modifications are prohibited: rounding of wheel edges, narrowing of tread surface, grooving, cutting, cupping, or any other reshaping in an attempt to lighten the wheel or to minimize tread contact. However, outer wheel surface may be lightly sanded, shaved, or polished to remove surface imperfections and mold casting burrs.
- The district rules require that all wheels must be mounted vertically on the car so that the entire wheel tread is flush to the track. That means one can not bend an axle or shape an axle so that the car rides on an edge. Since these rules are subjective and difficult to enforce, our pack will ignore these rules.
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- Wheel Bore/Hone treatment is allowed including polishing and/or tapping. Wheel bores may not be filled and re-drilled to achieve better fit with the axle.
- Details added must not exceed width and length requirements.
- The car must be freewheeling.
- The car design shall not allow any part of the car to sit more than ½ inch past the starting pin (i.e. no notched front ends), with the intent of gaining a starting advantage. If a car is built with this design, the scout may install a brace at the very front of the car.
- No loose materials of any kind are allowed in the car.
- No oil, grease or lubricant other than dry graphite or the BSA white lube T102/polytetrafluorethylene, shall be used on the axles. No additional dry lubricant shall be applied after inspection, unless needed as part of repairs.
- All cars must be inspected and meet these requirements to be eligible to race.
- Race officials will hold all cars passing inspection until completion is concluded.
- Race officials will put the cars on the starting line, start the race, and retrieve the cars. Cub Scouts will not touch another driver's car.
- The electronic track or official judges will decide winners of each heat: in a tie, a run-off will occur.
- The District Executive or appointed replacement will be the final judge for all disputes.
- If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If car repairs are needed, the Scout, with assistance from his parent or guardian, will have five minutes to repair the car. Only the damaged portion of the car may be modified. Race officials will re-inspect any car that is serviced during the race, before that car continues competition.

PACK 3241 PINewood DERBY

Family Open Rules and Regulations

- For either open, adult or under 18, a car from a prior year may be used. If you have a car from when you were a scout, feel free to fix it up and add it to the race.
- The width of the car shall not exceed 2 ¾ inches. The length of the car shall not exceed 7 inches. The weight of the car shall not exceed 5 ounces (141.75 grams) – original amount of bottom clearance must be maintained if weights are used underneath.

Please note that the block of wood is a little longer than what the regulations allow. We will continue to be less than stringent at enforcing this rule.

- Unlike the scout rules, the adults are allowed to modify the wheel base, use different axles, and wheels, as long as the weight, length, and width restrictions are met.
- Wheel bearings, washers and bushings, shock and suspension systems are allowed provided the weight, length, and width restrictions are met.
- Details added must not exceed width and length requirements.
- The car must be freewheeling with no starting devices.
- The car design shall not allow any part of the car to sit more than ½ inch past the starting pin (i.e. no notched front ends), with the intent of gaining a starting advantage. If a car is built with this design, the scout may install a brace at the very front of the car.
- No loose materials of any kind are allowed in the car.
- No oil, grease or lubricant other than dry graphite or the BSA white lube T102/polytetrafluorethyle, shall be used on the axles. No additional dry lubricant shall be applied after inspection, unless needed as part of repairs.
- All cars must be inspected and meet these requirements to be eligible to race.
- Race officials will hold all cars passing inspection until completion is concluded.
- Race officials will put the cars on the starting line, start the race, and retrieve the cars. Cub Scouts will not touch another driver's car.
- The electronic track or official judges will decide winners of each heat: in a tie, a run-off will occur.
- The District Executive or appointed replacement will be the final judge for all disputes.
- If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If car repairs are needed, the Scout, with assistance from his parent or guardian, will have five minutes to repair the car. Only the damaged portion of the car may be modified. Race officials will re-inspect any car that is serviced during the race, before that car continues competition.