

**DISTRICT PINEWOOD DERBY RULES**  
(Revised **November 9, 2006** (revisions highlighted))

1. LENGTH, WIDTH & CLEARANCE

- a. Maximum overall width (including wheels and axles) shall not exceed 2-3/4".
- b. Minimum width between wheels shall be 1-3/4" so car will clear the center guide strip.
- c. Minimum clearance between the bottom of the car and track shall be 3/8" so the car will clear the center guide strip.
- d. Maximum length shall not exceed the kit length of 7-1/8".
- e. The wheelbase (distance between the front and rear axles) may not be changed from the kit body distance of 4-3/8".

2. WEIGHT AND APPEARANCE

- a. Weight shall not exceed 5 ounces. The readings of the Official Race 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 it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted 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 and weight specifications.
- c. Cars with wet paint will not be accepted.

3. WHEELS AND AXLES

- a. Only the official Scout Grand Prix wheels and axles can be used. Axles may be polished. Wheels may be lightly sanded to remove the mold projection at the tread. This light sanding is the only wheel modification allowed. Beveling, tapering, thin sanding, wafering or lathe turning for the purpose of altering the wheel geometry is prohibited.
- b. Wheel bearings, washers or bushings are prohibited. This includes "wheel covers" which serve to keep the wheel hub from contacting the car body.
- c. The car shall not ride on any type of springs.
- d. The car must be free-wheeling with no starting device or other propulsion.

4. LUBRICATION

- a. Only dry powdered lubricants, such as graphite or white powdered *Pinewood Derby Car Lubricant*, may be used. Oils and silicone sprays are not permitted as they foul the track and may soften the plastic wheels.
- b. Cars may be lubricated before inspection. No further lubrication will be permitted.

(continued)

## 5. GROUND RULES

- a. The race is open to registered Tiger Scouts, Cub Scouts and Webelos who have been selected to represent their pack - **one** for each grade level. In the event of illness or other valid conflict, a registered Cub Scout from the same pack may act as substitute by being designated as such prior to the race.
- b. Cars must have been made for this race season. Cars made for a previous district derby are not permitted.
- c. The race will be conducted by grade level with **three or four** cars racing per heat. The race will be **conducted in accordance with standard scoring software compatible with the track and the place scoring device used, in the discretion of the Race Committee. Each car will race at least twice.** ~~double elimination with two cars advancing and two cars dropping to the one-loss bracket. Competitors who lose twice will be eliminated.~~ There will be awards for first, second and third place finishers for each grade level, **plus an overall champion determined in a race-off of all grade-level champions.**
- d. If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat **unless the Race Committee determines that the problem was caused by the track or interference by another car or outside force.**
- e. If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car **unless the Race Committee determines that the problem was caused by the track or interference by an outside force. In the event a car is excluded, the interfering car will automatically lose the heat.**
- f. If a car suffers a mechanical problem, loses an axle, brakes a wheel, etc., and a repair can be accomplished within 10 minutes, the heat will be run again. If not, the car will automatically lose the heat.
- g. Only the race officials will be permitted in the registration and track area except during the race when car owners will be allowed to place their cars onto the track.

## 6. INSPECTION AND DISPUTES

- a. Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars that do not meet these rules, **or to allow the car if it is determined that the violation is inadvertent and inconsequential.** Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules.
- b. Any participant (including the parent of a participant) has the right of 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 the case of a tie vote, the decision of the Race Committee Chairperson will be final. **The Race Committee shall be youth members of the Order of the Arrow designated by the Chapter Chief, and the Chapter Chief shall be the Chairperson, except that the Chapter Adviser shall be deemed the Race Committee with regard to infractions by parents or other adults.**

c. Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.

7. HAVING FUN

a. The Pinewood Derby is not about who can build the fastest car. The purpose is to teach the Cub Scout about competition, good sportsmanship and basic woodworking skills. All participants shall have a good time! **All of the foregoing Rules shall be construed in light of this purpose, the Cub Scout Law and Promise, and the Scout Oath and Law.**

End of rules