

OFFICIAL PINWOOD DERBY RULES

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) **Only the official Pinewood Derby cars certified by the District may be used.** (See *standards* sheet)

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.

Wheels and Axles

- (a) **Axles and wheels shall be only as provided in the Official BSA or similar Grand Prix Pinewood Derby Kit.** (Straight Axles are NOT allowed)
- (b) Wheels may be lightly sanded to smooth out molding imperfections on the tread area. This light sanding is the only modification allowed. Beveling, tapering, thin sanding, wafering of the wheels is prohibited.
- (c) Axles may have burrs removed and polished for speed.
- (d) Wheel bearings, washers, and bushings, are prohibited.
- (e) The car shall not ride on any type of springs.
- (f) The car must be freewheeling, with no starting device or other type of propulsion.

Lubrication

- (a) **Only graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels.**
- (b) In the interest of fairness, only one lubrication is allowed before the beginning of the first race

Ground Rules and Competition

- (a) **The race is open to all Chartered Royal Rangers** and other competitors as listed in the "Race Details" announcements. (Non-Chartered Royal Rangers will be allowed to participate at a non-discounted fee) **NEW 2010 – All cars MUST be accompanied by its driver in order to compete.**
- (b) Each Ranger may enter only one car in the competition.
- (c) The car must have been built during the current year. Cars that have competed in a previous year's derby are not permitted.
- (d) Competition will be timed allowing no less than two heats in each lane. The Grand champion will be determined by conducting a Grand finals race between the top three finishers from each group.
- (e) A car must be run with a designated front end forward. No reversing during the race.
- (f) If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically place last in that 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, that car will automatically place last in that heat.
- (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 officials at the finish line to conduct traffic. Only race officials and Rangers participating in the current race may enter the track area. This rule will be strictly enforced.

Inspection and Registration

- (a) **Each car must pass a technical inspection before it may compete.** Technical inspection and registration of cars occurs beginning one hour before the start of the race.
- (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, or the like). Cars which fail the initial inspection may be taken to the garage area for modifications and brought back for final inspection and registration.
- (c) To enter the race, cars must have passed inspection and be registered by the Final Inspection Deadline.
- (d) No cars may be altered in any way after it has been registered. Damage repair shall be allowed during the Derby only at the discretion of the official and if it does not delay the race, but no modifications shall be allowed.
- (e) After passing inspection, no car shall be re-inspected unless repaired after damage in handling or in a race.

Rewards and Recognition

- (a) **The most important values in Pinewood Derby competition are parent/son participation, good sportsmanship and learning how to follow rules.**
- (b) Every participating Ranger will receive a Pinewood Derby participation award.
- (c) First, Second and Third places will be awarded and as yet an undetermined prize.
- (d) Additional prizes for fastest heat, best paint job and most unusual car will also be awarded.