

# PINEWOOD DERBY

## EVENT RULES

### I. GENERAL RULES:

**G-2. Essential Materials:** All cars entered shall be constructed from the "Official Grand Prix Pinewood Derby Kit" (referred to below as the kit) . Additional kits may be purchased from the Scout Store, Newport News, VA. (Kits may be purchased elsewhere if they are of the same type manufactured by the BSA as specified above, such as pre-cut cars.)

**G-3. Competitor Categories:** All Tiger, Wolf, Bear and Webelos Scouts that are registered may enter the Derby. Cub Scouts will compete with others in the same Cub Scout age group.

**G-4. Attendance:** The Cub Scout **MUST** enter his own car. This means that the Cub Scout must be present at "Inspection and Registration" to enter his car into competition.

**G-5. "New Work":** Construction of ALL entries **MUST** have begun **AFTER** last year's District Pinewood Derby Races.

**G-6. Single Entry per Person:** Only one car may be registered by any person in the Pinewood Derby.

**G-7. Inspection:** Each car must pass a technical inspection before it may compete.

**G-8. Late Registration and Inspection:** If a Cub Scout fails to register his car by the designated deadline, he will not race. Cars **MAY NOT** be registered after the start of the race he is registering for. (i.e. a Webelos scout may not register after the Webelos race starts.) No exceptions.

**G-9. Failure to Pass Inspection:** The Inspection Committee shall disqualify cars which do not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his car did not pass. Cars which fail the initial inspection may be taken to the pit station for modifications and must be brought back to the Inspection Committee before the start of the particular race they will be competing in.

**G-10. Impound:** No car may be altered in any way after it has been registered. After a car passes registration, it will be stored by the Pinewood Derby Race Committee until the completion of the races.

**G-11. Car Design Rules Interpretation:** Interpretation of the rules described are at the sole discretion of the Inspection Committee Judges present

## II. CUB SCOUT RACE CAR DESIGN STANDARDS

**T-1. Material:** Race cars shall be constructed for this event from the parts contained in the Official Grand Prix Pinewood Derby Kit (referred to below as the kit) as sold by the Scout Service Center, Newport News, VA. Kits may be purchased elsewhere if they are of the exact type manufactured by the BSA as specified above. Also pre cut kits are allowed as long as they comply with the correct standards stated.

**T-2. Weight:** Race cars may weigh no more than five (5) ounces (total weight) as determined on the official scales during the pre-race check-in.

**T-3. Wheels and Axles:** The car shall roll on the wheels from the kit. **The car shall roll on all four wheels.** The wheels shall turn about the axle nails from the kit. The axle nails shall be firmly affixed to the wood of the car body, and **MUST** be placed in the original 'axle grooves' in the supplied wooden block. It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used. The wheelbase (distance between front and rear axles) may not be changed from the kit body distance of 4-3/8".

**T-4. Size:** Race cars may be no longer than 7 inches, nor wider than 2-3/4 (2.75) inches, as determined by the official gages during the Registration and Inspection. Underside clearance of at least 3/8 (0.375) inches and inside wheel to wheel clearance of at least 1-3/4 (1.75) inches is recommended, so that the car will run on the race track. Adequate clearance is the responsibility of the race car builder. Maximum overall width (including wheels and axles) shall not exceed 2-3/4". **In order to clear the finish line timer, the height of the car (as measured from the bottom of the wheels) shall not exceed 3-1/4".**

**T-5. Weights and Attachment:** Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws. Mercury shall not be used for adding weight.

**T-6. Wheel Treatment:** Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor in reducing the wheel width from the original kit wheels. Some of the original "tread marks" on the wheel face must remain intact, i.e. apparent to the inspector. Wheels may not be machined to a beveled condition

**T-7. Unacceptable Construction:** The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, bearings.

**T-8. Gravity Powered:** The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.)

**T-9. Lubricants:** Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track. Cars found possessing any type of liquid lubricant (including, but not limited to, WD-40, 3-in-1 oil, etc.) will be disqualified.

**T-10. Construction.** No portion of the car may extend past the starting pin before race start. (ie. Concave front ends). Wheel base must remain as cut in original BSA blocks.

## **VI. SPECIAL NOTES TO ALL CONCERNED**

### **Sportsmanship:**

Two things the Pinewood Derby requires each participant to learn are

1) the craft skills necessary to build a car.

2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called sportsmanship. The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car building skills. Remember, you and your friends are individuals first and racers second. This is called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest. The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.