

2015 Great Lakes Field Service Council

Official Pinewood Derby Rules and Regulations

These rules have been updated this year to make it a fair race for all Cub Scouts regardless of technical ability or craftsmanship. These rules are in effect Council-wide.

Car Specifications

Weight: The total weight of the car may not exceed 5.000 ounces.

Width: The width of the car may not exceed 2.75 inches.

Length: The overall length of the car may not exceed 7 inches.

Height: The overall height of the car may not exceed 2.75 inches.

Ground Clearance: The minimum ground clearance must be 0.375 inches (5 nickels stacked).

Wheels and Axles: The wheels and axles must be those from the BSA Grand Prix Pinewood Derby Kit or the BSA approved Black or Colored wheels. **NO SUBSTITUTIONS ARE PERMITTED! WHEELS CAN NOT BE TRIMMED, TRUED OR ALTERED IN ANY WAY.** Competition wheels sold by hobby shops and modified wheels that have been altered are not allowed. Hubcaps (such as stickers on the outside of the wheel), paint or any other markings on wheels is not allowed. *Note: More people are disqualified for abusing the wheel rules than anything else.* **CARS MUST HAVE 4 WHEELS ONLY!** Axles may not be altered in any way (except the light sanding to remove the burs). The axles must be the steel axles supplied with the wheels (they will be checked with a magnet). Axles **MUST** be aligned with each other (front right axle even with the front left axle and back right axle even with the back left axle). Wheel bearings, washers and bushings are prohibited. **SCRATCH MARKS ON THE HEAD OF THE AXLE WILL NOT BE PERMITTED!** *You may be asked to pull your axles during your inspection.*

Materials: No loose materials of any kind are permitted, inside or out (this includes liquid or moving weights of any sort).

Lubrication: **Only dry powdered graphite** is allowed for lubricating the wheels. Cars with any type of liquid oil, synthetic lubes, etc. will not be allowed to race.

Car Body: Car bodies must be made from the block of wood supplied in the BSA Grand Prix Pinewood Derby Kit. Body may be shaped to a custom design within the above specs. Body may be hollowed out and built up to maximum weight, provided all additions are securely attached. The use of altered front ends of cars with "cheater bars" (anything that protrudes in front of the starting gate or raises the point of contact to the starting pin) will not be allowed. **Moving parts or suspension are NOT permitted.**

Details: Details such as steering wheels, driver decals, fenders, paintings, and exterior details are permissible as long as the inclusion of these details does not exceed the length, width, weight, height, and ground clearance specifications and race inspectors can still view wheels and axles for inspection.

Propulsion: Gravity is the only allowed method of propulsion.

Inspection: Each car must pass inspection by race officials before competition. **Race officials will disqualify those cars that do not meet all of the above specifications.** Once a car is accepted, only race officials may handle it until the completion of the race. If a car does not meet the above specifications at the time of registration, it may be modified and resubmitted as long as inspection is still open.

Car Specifications and Inspection Decisions: **The Race Official's decision(s) in any car specification and/or inspection matter will be final.**

Race Rules

Eligibility: (1) The car must be newly built for the current year by the Scout with parental help if needed. (2) The car must have competed in their Pack Pinewood Derby.

Note: THE UNIFORMED (Class A) CUB SCOUT RACING THE CAR MUST BE PRESENT THE ENTIRE TIME OF HIS ALLOTTED RACE OR THE CAR CAN NOT COMPETE FOR A TROPHY. NO LATE ENTRIES, NO EXCEPTIONS.

Maintenance: Once the Pinewood Derby car has been accepted by the inspection committee, no maintenance of any kind is permitted. No modifications are allowed with the exception of pushing the wheels back on if they become dislodged. All repairs will be made by a race official. If an item, other than a wheel and axle, falls off a car, it stays off the car.

Disabled Cars: If a car becomes disabled during the race, it may continue until it no longer will go down the track or poses eminent damage to the track or another car.

Race Decisions: **The Race Officials decision(s) in any race matter will be final.**

Race Reruns: **Race heats may be rerun if computer errors occur or interference happens. These reruns are at the sole discretion of the race officials. If no computer errors, and no damage is present a race will not be rerun because of poor performance.**

Each Pack may use their own set of rules BUT for a car to be eligible to race at any of the council races, this set of rules must be followed. These rules are in place to make it a fair race for every racer.

Failure to comply and follow all of the above rules will result in disqualification of racer.