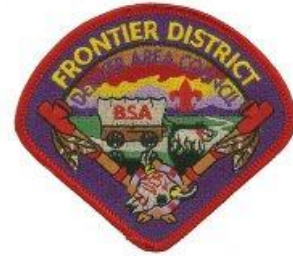# PINEWOOD DERBY RULES & REGULATIONS

Parents and Leaders are to review the following rules and regulations regarding the qualifications for participation in the Pinewood Derby. This is a non-exclusive list; additional rules and regulations may apply.

Adults may assist the scout in the initial cutting of the car. However, all finishing work such as sanding, painting, and assembly are to be performed by the scout. It's not about winning; it's about Doing Your Best.

Each car must pass inspection by the official Registration & Inspection Committee before it will be allowed to compete. The Committee has the responsibility to disqualify those cars that do not meet these specifications. Once a violation has been issued, the entrant has until race time to comply with the regulations. The official Pit Crew will be available with tools and parts to assist the entrant with reasonable issues. Violation of any one of the following will result in disqualification from the derby.

Build Regulations

1. Entrants must use the Official BSA Pinewood Derby Kit provided by the Pack to construct their car. No exceptions.

2. Pre-cut or pre-made cars are prohibited.

3. Cars from previous years are not eligible.

4. Cars must arrive to race day fully assembled and ready to race.

5. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final. Weight is the responsibility of the car owner. Cars overweight will be modified on the spot or disqualified. Cars underweight will be left as such. Car owners should bring extra weight.

6. The overall length of the car shall not exceed 7 inches.

7. The overall width of the car shall not exceed 2 ¾" inches.

8. The car must have 1 ¾" inch clearance between the wheels.

9. The car must have 3/8" inch clearance underneath the body.

10. The wood provided in the kit must be used. The block may be shaped any way that is desired, however, the part of the body with the axle notches must remain 1 ¾" inch wide to fit on the track.

11. The wheels supplied with the kit must be used. The wheels may not be cut, drilled, beveled or rounded. You may remove the seam from the wheels.

12. The axles supplied with the kit must be used. They may be polished or lubricated with a dry lubricant. Original slots in block must be used for axle placement.

13. Wheel bearings, washers or bushings are prohibited.

14. The car must not ride on any type of springs.

15. The car must be freewheeling, with no starting devices.

16. No loose material of any kind, such as lead shot, may be used. Only solid fixed weights may be used.

17. The car body may have no moving parts.

18. All four wheels must touch the ground on a level surface.

Race Rules

1. Once cars are registered on race day they remain in the possession of the track committee and may not be handled by the entrant until all races have concluded, cars have been eliminated, or cars have been disqualified.

2. If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.

3. If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation, the track chairman may order the race to be rerun after the track is repaired.

4. If, during a race, no car reaches the finish line on the track, the car that went the farthest in its lane shall be declared as the heat winner.

5. If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.

6. An entrant may only register one car in the Pinewood Derby.

7. Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track.

8. Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications.