

Official Pinewood Derby Rules for Pack 106

Car Specifications

1. The overall width of the car (including wheels and axles) shall not exceed $2 \frac{3}{4}$ inches.
2. The maximum length of the car shall not exceed 7 inches.
3. The maximum weight of the car shall not exceed 5.0 ounces. The reading on any Official Race Scale will be considered final. All car parts and materials must be firmly attached. Any weight which falls off after the car has been inspected may not be replaced. Weights can be screwed on instead of glued on for easier adjustments if necessary.
4. The car body must be at least $1 \frac{3}{4}$ inches wide at the axles, and the car must have $\frac{3}{8}$ inch clearance under the body. This is so the car will clear the center guide strip on the track! Recessing weights up under the car is a great idea for both aerodynamics and ground clearance.
5. If desired, you may change the wheelbase (the distance between the front and rear axles).
6. Use only official Scout Grand Prix Pinewood Derby wheels. Colored wheels from the Scout Shop are permitted. The molding seam on the wheel's tread may be removed with a light hand sanding. No other wheel changes (beveling, tapering, thin sanding, wafering, lathe turning, etc.) are allowed. Sanding a wheel spun on a mandrel is not permitted, as this alters the entire wheel, not just the mold seam. The width of the wheels where they touch the track must be at least $\frac{1}{4}$ inch and flat.

The axles supplied with the kit must be used. These axles may be polished. Solid axles across the car are not allowed. Weighted wheels, bearings, washers, and bushings are prohibited.
7. The car may not ride on any type of springs or suspension mechanisms.
8. Details such as steering wheels, drivers, decals, paintings, spoilers, and interior details are acceptable. The finished car with details must meet the maximum length, width, and weight rules. No loose materials of any kind are permitted in or on the car. The car may be inverted and shaken as part of the inspection. Cars with wet paint upon inspection will not be accepted.
9. The car must be free wheeling with no starting devices.
10. Use dry powder graphite ONLY. Other lubrications such as oils and silicone sprays are prohibited. Cars must be lubricated prior to registration. Once a car has been registered, no further lubrication will be permitted. No graphite may be applied after inspection or during races.

11. Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars which do not meet these rules. Car owners will be advised of any infractions and be given reasonable opportunity to modify the car to meet the rules before the race. If the car can not be brought into compliance before race time, the car will be permitted to race but will not be eligible to compete for speed or judged awards. No cars may be inspected or registered once the first race has been run, including those cars which previously failed inspection. During the registration process, a numbered sticker will be applied to the front of the car. The scout will be asked to identify the front-end of the car. Be sure to allow a location for this sticker. Once a car has passed inspection, it will be registered and “garaged” with the Inspection Team until race time. The scout will not handle the car again, unless it is to make a repair during a race, until the derby is over.

12. If a car suffers a mechanical problem involving the wheels or axles during a race, and a repair can be accomplished in a reasonable time (within a few minutes), then the race will be re-run with all 4 cars again.

If the car can not be repaired in a reasonable time, then the car will forfeit the race. After races begin, all emergency repairs must be done by the Scout only, except for Tigers who may have parental help. For the rank of Wolf and up, parents may supervise repairs, but not assist. Only emergency repairs which are required for the operation of the car may be performed once the car is checked in. Other repairs, such as those required to restore a loose part or weight, are not permitted.

Race Ground Rules

1. Cars must be inspected and registered the night before the Derby and meet the Car Specifications.
2. Only the official Cub Scout Grand Prix Derby Car kits may be used. No pre-cut cars from Michaels or elsewhere will be allowed. The Pack supplies each scout with a single kit.
3. A car may be raced only one year.
4. The race will be a computer timed event using a 4-lane track. Each car will race 4 times, once in each lane. The overall winner will be the car with the lowest sum of their four times.
5. During a race, if a car becomes damaged and can be repaired by the scout owner within a few minutes, the race will be rerun after the damage has been repaired.
6. All the awards will be presented at the Blue & Gold Banquet in February.
7. There is an Adult and Sibling race held after the Scout’s race. Participants in the Adult and Sibling race may not use a car already used in the Scout’s race; participants must race their own cars. Adults and siblings may not use a car that was used in a previous year’s Adult and Sibling race. The same rules and car specifications apply to both Scout and Adult/Sibling races.
8. Remember that good sportsmanship and good behavior are not only expected, but also mandatory. **GOOD LUCK!!!**