

## **Cub Scout Pack 424 Official Pinewood Derby Race Rules & Procedures**

Remember the focus of this event is not to win at any cost, but for each Cub Scout to

### **DO HIS BEST!**

We will run a separate race bracket for Tiger, Wolf, Bear, and Webelos scouts. The fastest car in each bracket will run in a Championship bracket. Due to time constraints, we will not run a NON SCOUT ONLY bracket. However one track will be available for unofficial racing.

#### Race Car Rules

1. **WIDTH:** Car cannot be more than 2  $\frac{3}{4}$  inches wide.
2. **LENGTH:** Car cannot be more than 7 inches long.
3. **HEIGHT:** Not more than 2 blocks in total height (including wheels mounted). This includes driver or other add ons.
4. **WEIGHT:** Finished car cannot weigh more than 5 ounces. The weight shown on the Official Race Scale is final. All car parts and materials must be firmly attached. To increase the car's weight, add wood or metal only. Don't use Mercury to add weight because it's not safe.
5. **WHEEL PLACEMENT:** The car body must be at least 1  $\frac{3}{4}$  inches wide at the axles. It must clear the ground by at least  $\frac{3}{8}$  inch. If desired, you may change the wheelbase (distance between front and rear axles).
6. **WHEELS AND AXLES:** Use only Official Scout Grand Prix wheels and axles. You can polish the axles. You may lightly sand the wheels to remove the molding seam on the tread. No other wheel changes are allowed. You may not use bearings, washers, or bushings.
7. **SPRINGING:** The car may not ride on any type of springs.
8. **DETAILS:** Details such as Steering Wheel, Driver, Decals, Painting, Interior Details are okay. The finished car with details must meet the maximum length, width, and weight rules. Cars with wet paint will not be accepted.
9. **ATTACHMENTS:** The car must be freewheeling with no starting devices.
10. **LUBRICATION:** Use dry powdered graphite ONLY. You may not use any other lubricant, especially oils and silicone sprays. Cars can be graphited before the start of each dens race.

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11. **INSPECTION:** Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will disqualify any car not meeting these rules. Any adult or scout may appeal the findings of the Inspectors to the Race Committee Chairperson, whose decision is final.
12. No Preformed hobby shop bodies may be used. No hobby shop straight axles may be used. Wood block supplied in kit must be used.

### Race Ground Rules

1. **GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED.** Scouts and family members displaying poor sportsmanship may result in the disqualification of your car. Race Officials may ask anyone not following this rule to leave.
2. All brackets are double-elimination. This means that each car must lose twice before leaving the Derby.
3. A car that jumps off the track or interferes with another car is moved to a different lane and the heat run again.
4. If a car breaks down, the scout is allowed five minutes to fix the car. Then Officials will run the heat again. If the car cannot be fixed in five minutes, it loses the heat. If this loss is the car's first and the Scout can fix the car before the start: it may run in its next scheduled heat.
5. Only Race Officials involved in the current heat(s) are permitted inside the track area.

### Race Procedures

1. After registration, Scouts must turn cars into the chairperson. Scouts may not handle their car again unless they are fixing their car as allowed in Ground Rule 4. Don't take a car off the Starter's Table for any other reasons unless your car has lost two times.
2. After inspection, Official Scorers register the cars. The Official Scorers set-up and maintain the race brackets and tell the Official Starters which cars run in each heat.
3. The car whose nose is first over the finish line is the winner.
4. Officials present racing awards at the end of each bracket.

Thank you for being a part of our Grand Prix Pinewood Derby.