



# Rules for Cub Scout Pack 837 Pinewood Derby Races

## **Basic Rules:**

1. The pinewood derby car total weight shall not exceed 5.00 ounces. The official race scale that is used at check-in shall be considered final.
2. The overall length of the car shall not exceed 7 inches.
3. The overall width of the car shall not exceed 2  $\frac{3}{4}$  inches.
4. The car must have 1  $\frac{3}{4}$ " clearance between the wheels.
5. The car must have 3/8" clearance underneath the body so that it does not rub the track.
6. The official pinewood block provided in the BSA approved kit must be used. The block may be shaped any way that is desired.
7. Official BSA wheels must be used. The wheels may not be cut, drilled, beveled or rounded. You may, however, remove the seam from the wheels.
8. The axles supplied with the BSA approved kit must be used. They may be polished or lubricated.
9. Wheel bearings, washers or bushings are prohibited.
10. The car must not ride on any type of springs.
11. The car must be freewheeling, with no starting devices.
12. No loose material of any kind, such as lead shot, may be used.

## **ALL CARS MUST A PRE-RACE PASS INSPECTION TO QUALIFY FOR RACING.**

***Each car must pass inspection by the official inspection committee before it will be allowed to compete. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications. Upon successful inspection, cars will be impounded to the official race staging area.***

## **Additional Rules:**

- If the car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make repairs.

- 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.
- If a car leaves its lane or the track, 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.
- If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
- 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.
- Only one car may be registered by any person in the Pinewood Derby.
- Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track.
- Only one lubrication is allowed before the beginning of the first race at check-in time and then once again before the beginning of the first race of the semi-finals and finals.
- Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details are firmly affixed to the car and do not exceed the maximum length, width, and weight specifications.