

Pack 126
Pinewood Derby Rules

- 1. Pit Crew:** Parents are encouraged to help their sons prepare their car for the race. However, this is a Cub Scout Race, not a Dad's Derby. You should provide advice, instructions and should handle any of the preparation that involves tools that are sharp, or beyond the familiarity of your son. The boys should do as much of the construction as possible. Obviously older boys will be able to do more cutting, shaping, etc., and the younger boys will be doing a lot more of the painting. Parents, use good judgement. Remember that our motto is "Do your best." Let the boys do just that, and we'll have a happy Pinewood Derby Day.
- 2. Dimensions:** The car must not be longer than 7 inches, or wider than 2 $\frac{3}{4}$ inches overall. The wood block/car is 1 $\frac{3}{4}$ inches; the overall width includes the wheels. Ground clearance must be a minimum of $\frac{3}{8}$ inches. The width between the inside wheels must be at least 1 $\frac{3}{4}$ inches to fit the track. It will be checked on weigh-in/impound day.
- 3. Weight:** The finished ready-to-race car must not weigh more than 5 ounces. The pack has a scale, and it alone is the standard. All cars will be weighed on this scale to qualify on race day. (Hint: If you want to see how close you are, you can go to the Post Office and pre-weigh your son's car. They are very nice about letting us do this and actually enjoy seeing the boys with their cars. However, remember our scale is the only official scale.) If your car is too heavy, you will have to remove some weight prior to impounding. You can also add some weight to your son's car if needed. Be sure that all weights can be added or removed, based on the Pack 126 scale.
- 4. Energy Source:** No force other than gravity may contribute to the forward motion of the car. The car must be freewheeling, with no starting devices.
- 5. Lubricants:** Wheel bearings, washers and bushings are prohibited. The car shall not ride on springs. Only the official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted. Dry graphite is the only lubricant permitted. NO oils or other substances are allowed!
- 6. Integrity:** All parts of the car must be in their proper positions when the car crosses the finish line. It may not have parts that move with respect to other parts of the car when racing (no moving weights). Decorations or items that are loose and move back and forth are not to be confused with moving weights.
- 7. Chassis and Body:** IMPORTANT NOTE: Only the Official Boy Scout Pinewood Derby car kits qualify. Pack 126 has provided one kit to each boy. If you need another kit, they are available at the Scout Shop, or through the Boy Scout catalog. Similar kits available at craft and hobby shops are not the same, and will not qualify. The wooden block supplied with the Grand Prix Pinewood Derby car (Kit No. 17006) purchased from the Boy Scouts of America must serve as the chassis of the car. The axles must be seated in grooves in the wooden block and must not rotate. The wheelbase of the car may be altered by cutting new grooves in front or behind the existing ones if your Scout so desires. Wheels may be polished but not reshaped. Any cars that have wheels that have been altered, reshaped or narrowed will not be allowed to race.

8. **Axles:** The four official axles included in the Pinewood Derby Car Kit must be used. They may not be altered in any way except that their surfaces may be polished.
9. **Wheels:** The four official wheels included in the Pinewood Derby Car Kit must be used, one on each axle. No other parts that affect the relationship of the wheels to the axles may be added! (NO washers, bearings, bushings, etc.)

NOTE: Weights, graphite, decals and decorations **do not** have to be official Boy Scout Pinewood Derby parts.

RACE DAY RULES

1. Cars must be newly constructed for this year's event.
2. Once the race starts, no late entries are allowed.
3. All adjustments must be completed prior to impounding. No adjustments will be allowed after the car is impounded.
4. All cars will be impounded at the final weigh-in.
5. If a car breaks during a race, it may be repaired once. Wheels that fall off may be repaired as often as necessary. The results of the race in which the problem occurred stand. There will be no "do-overs".
6. If a contestant's car jumps the track without being interfered with by another car in the race, the jumped car loses that race. The race will not be re-run.
7. If a contestant's car is damaged by another car which has jumped the track, or by accident while being handled by Pack officials, the damaged car can be repaired with assistance and the car returned to the race.
8. All decisions of the Pack Pinewood Derby Race Officials are final.
9. Only Race Officials and the Cub Scouts racing in the ongoing race will be allowed inside the race area. No car may leave the race area except for an official repair or after it has been eliminated.