



# Pack 24

## Pinewood Derby Rules

### 1) *Participation:*

- a) **ELIGIBILITY:** Open to all Pack 24 Cub Scouts.
- b) **CHECK-IN:** Each Cub must check in his own car.
- c) **INSPECTION:** Cars will be inspected during registration for compliance to the specifications set forth below.
- d) **IMPOUND:** Cars are impounded when registered. After being impounded, repairs will be limited to replacement of axles/wheels that are broken/lost during the race.
- e) **ORIGINAL CAR:** Cars must be specifically made for this race from a new kit. Cars from previous years or races are ineligible for entry.

### 2) *Car Specifications:*

- a) **BODY:** The body in the Official BSA Pinewood Derby Kit must be used. Bodies of other materials will be grounds for disqualification. The body may be shaped, hollowed out, or built up from the original block, as long as it meets all other specifications. Any additions to the original body, i.e. steering wheels, drivers, decals, paint, weights, etc., must be firmly attached.
- b) **WIDTH:** The car width at the wheels may not be modified, it must be the same as the original kit. Width must not exceed 2 3/4".
- c) **LENGTH:** Overall length may not exceed 7".
- d) **TRACK:** The width between the wheels must be 1 3/4".
- e) **CLEARANCE:** Bottom clearance between car and track is 3/8".
- f) **WHEELBASE:** Wheelbase may not be modified, it must be the same as the official kit. See b and d above.
- g) **WHEELS:** Wheels and axles must be as furnished in the official kit. NO washers, bushings, bearings or springs are allowed, though full-width axles are allowed. Wheels may be sanded to remove the flashing only.

NO reductions/increases in width or diameter, or changes in shape are allowed. Four wheels per car required.

- h) **WEIGHT:** The weight of the race-ready car must not exceed five (5) ounces as measured on the official scale(s).
- i) **LUBRICANT:** Dry lubricants only (i.e. graphite). **If you use a lubricant, you must bring it with you and share with the Pack.**
- j) **OTHER:** Cars must free wheel with no stored energy or movable weights. There is no designated front or back to the supplied body, either end may be the front. Racing will be on a **DOUBLE ELIMINATION** basis to determine the three finalists.

### **3) Racing and Conduct**

- a) **HEATS:** The heat boards will pair competitors from any Den. Adjustments to heats are allowed at the discretion of the Heat Board Master.
- b) **PROXY:** After his first participatory race, a proxy may race the car. Proxies are allowed to accept prizes/awards for their representative cars.
- c) **CAR LEAVES TRACK:** If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point. If a track fault is found which probably caused the initial violation, the Trackmaster may order the race heat to be rerun after the track is repaired. A damaged car may be repaired at the same time as the track.
- d) **NO FINISHERS:** If, during a race heat, 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.
- e) **JUDGING:** One or more judges will report the victor of each heat back to the heat board.
- f) **SPORTSMANSHIP:** This is the cornerstone of the Pinewood Derby. All competition has winners and losers. Cubs need to be prepared for the challenges of winning or losing. Unbecoming conduct on the part of a Cub or parent is grounds for disqualification and forfeiture of award(s).
- g) **AWARDS:** In addition to the top three place finishers, there will be judging for additional awards in the categories Most Unique, Most Realistic, Most Outrageous, and Best Car by Rank.