

Pack 323 Pinewood Derby Rules

GENERAL

1. The rules in effect for the Pinewood Derby are intended to maintain the competition at a level at which most boys are capable of achieving with minimal adult intervention.
2. In order to qualify for racing, car must be made with the entire Official Pinewood Derby Kit as supplied, including wheels, axles, and wood block. BSA imprint must be visible on wheels.
3. Car must not have been made before June 1st of the prior year.
4. When registering for the Race, the Pack scale and measurement jigs are the sole measurement tools to be used for verifying legal racers. Any violations allow modification and re-measurement of the car to make legal until the end of the official registration time. The Pack Committee has final decision on the legality of each race entry.

WEIGHT AND APPEARANCE

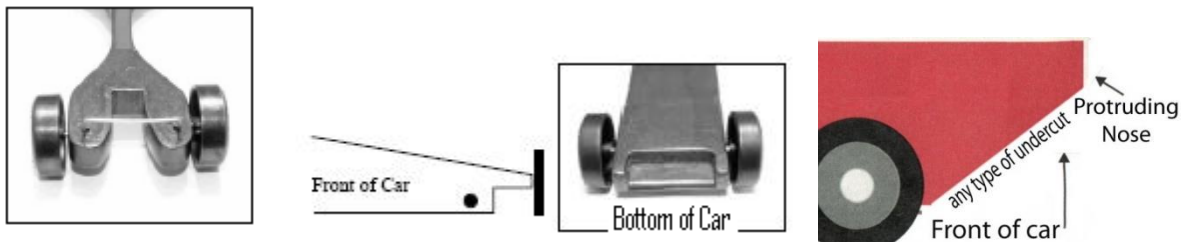
1. Total weight of car may not exceed 5 ounces. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided that it is securely built into the body of the car or firmly affixed to it.
2. No loose materials of any kind are permitted in or on the car. No mercury-weighted cars will be allowed.
3. Details such as steering wheel, driver, decals, or painting are allowed, as long as these details do not cause the car to exceed the maximum weight, length and width.

All cars may be re-weighed and/or re-inspected at any time for cause, which shall be at the sole discretion of the Pack Committee.

LENGTH AND WIDTH

1. Overall width shall not exceed 2 3/4 inches at the furthest horizontal protrusion, whether it is the body of the car, or the wheels. The area where the axles are inserted should be approximately 1 3/4 inches wide to ensure that the wheels will fit over the guide strip on the track.
2. Overall length of the car (measured from the furthest point forward to the furthest point rearward) shall not exceed 7 inches.
3. The wheelbase (distance between the centers of the front and rear axles) must measure between 4 1/4 and 4 5/8 inches.
4. The position of the axles is not regulated, provided that the wheelbase measurement complies with rule 3 above. It is not required to place the axles (nails) into the slots which have been pre-cut in the wood block.
5. The underside of the front of the car may not be undercut and/or the front of the car may not be indented to allow the car's nose to hang out over the top of the starting gate. If the nose extends past the touching edge of the starting pin and the official starter is not able to adjust for a fair start, the protruding car will not be allowed to race. This adjustment may include the car racing "backwards" down the track. At most, a 1/4 inch round cut or sanded edge will be allowed.

Banned Examples:



WHEELS AND AXLES

1. **No alteration, narrowing, lathe cutting, or re-shaping of wheels (inside or outside) is allowed.** Light sanding of wheel treads to remove irregularities is permissible. Minimum wheel diameter allowable is 1.180 inches. (most wheels measure between 1.195 to 1.200 inches) No covers, stickers, or hubcaps will be allowed over the wheels or axles. The axle head must be visible. The serrated edges of the wheel treads must remain visible.
2. Only the official wheels and axles as provided in the official car kits or the official wheel and axle kits may be used. Wheel bearings, spacers, and washers are prohibited. The car shall not ride upon any type of springs.

3. All cars must have four wheels. Three of the wheels must be touching the track surface at all times.
4. The car must be free-wheeling with no starting or launching devices.
5. In order for the car to avoid scraping bottom against the guide strip of the track, it should have 3/8" clearance underneath.

LUBRICATION

1. Cars will be lubricated before registration. Cars may not be lubricated thereafter. Violation will result in ejection from the race.
2. Any type of dry lubricant is permitted. Graphite is highly recommended.

GENERAL RULES

1. Numbers will be assigned and affixed at registration. The official number shall be clearly marked and visible at all times.
2. No one will be allowed beyond the registration area and into the area immediately surrounding the track except the officials and the boys racing. Those areas will be designated as "restricted".
3. Each heat will be announced. Drivers will report to the finish line. One driver will be selected to start the race. The Official Starter will place the cars carefully upon the track and indicate the heat is ready to begin. All other persons will remain behind the barrier and will not obstruct the view of other spectators.
4. The Official Starter will make sure that the cars are on the track properly and will indicate the heats can begin. He/she will be the judge of whether the cars are properly aligned on the track and of all matters in the starting area. He/she will also be the judge of "false starts" or starting gate mishaps.
5. If during a race, a car leaves the track, runs out of its lane, interferes with the other car, or loses an axle, etc., the heat may be run again. There will be only one repeat race for this reason in any heat (per car). If the same car has a problem again, the results of such race will stand, unless the problem car clearly interferes with the opposing car. In this case, the interfering car will be removed and the heat will be re-ran.
6. **NO LATE ARRIVALS ARE ALLOWED!!** Once the first race heats begin, no additional entrants are allowed.
7. All race results communicated by the Pack Committee on Race Day are considered "Final" and will not be reconsidered.

REPAIRS

1. There will be an official Pit Area for repairs and alterations. If the car does not qualify at Registration, alterations may be made by the racer and the adult(s) with whom he came.
2. Repairs will be permitted after racing begins, but shall take place in the official pit area under the direct supervision of the Pit Area Adult or his/her designee. It is highly recommended that racers bring their own spare parts.
3. An official in charge of the pit area will be the judge of what repairs are necessary and allowable. If wheels or axles are replaced, only those wheels or axles actually replaced may be lubricated.
4. If a racer requires repairs, his next race will be delayed until such time that his car is repaired, he withdraws, or 5 minutes elapse. Other races within the same "heat level" will not continue while repairs are made. In no case will the racing be delayed more than 7 minutes awaiting repairs. If after the general racing has been delayed for 7 minutes, and no other races are possible, the racer will be called to race, and upon his failure to report to the starting line at this time, he will forfeit.
5. The Pack accepts no responsibility for the dissemination of these rules or the lack of knowledge thereof.

AWARDS

1. Awards will be awarded to the first three place winners of each badge rank.
2. Awards will be given to the overall top three finishers for the pack.
3. A Cub Scout voting award will be given for "Cub Scout Favorite Design". This will be voted on by all participating cub scouts prior to the first heat.

FRIENDS AND FAMILY RACES

1. When the Cub Scout Racing is complete and the official standings are tabulated, a Friends and Family series of races will be completed.
2. No cars entered in the official Cub Scout races are allowed.
3. All of the Pack Race rules will be in effect.
4. An award will be given to the over-all Friends and Family winner.