

District

Pinewood Derby Rules

Pioneer Trails - 2018

Why Do We Have Rules? The purpose of these rules is simple - to ensure all scouts are allowed to race fairly and evenly on the standard design Pinewood Derby tracks. Please feel free to search for pinewood derby tricks on Google or other search engines to find lots of websites with tricks and tips. Please make sure that anything you do conforms to the rules outlined below.

Clarifications noted in red.

1. Scouts cannot use power tools to build their cars. All power tool work must be done by an adult.
2. Only one car per scout
3. Cars must be Official BSA Pinewood Derby Kit. Available at the Scout Shop. This is inclusive of Wheels and Axels.
 - Pine Car kits, wheels and axles are strictly forbidden.
 - Wheel bearings, washers, bushings, air dams and hubcaps are prohibited.
 - Basically - Nothing can be on the axel between the wheel and the car.
 - Wheels may be manipulated, but the wheels must be the wheels in the kit. BSA Writing must be visible on the inside & outside of the wheels.
 - Springs are not allowed.
4. Finished cars can weigh no more than 5 ounces. Weight may be added to the car, but the total weight cannot exceed 5 ounces. Weight should be permanently attached with glue, screws, or nails. Taping of weights is not permitted.
 - We will have a drill and some hand tools at the race in case you need to make some last minute corrections.
5. An official Pit Crew scale will be assigned and weight will be measured to the rounded tenths place, e.g. if the car weighs 5.04 or less during inspection, then it meets race weight.
6. Cars cannot exceed
 - 7" in length
 - 2 ¾" in Width
 - Minimum width between wheels is 1 ¾".
 - Minimum clearance between the bottom of the car and the track surface shall be at least 3/8" for the entire length and width of the car.
 - Wheelbase (distance between the axles must be between 4 1/4" - 5 1/2")
 - Wheels may not extend beyond the front and rear planes of the car.

7. Only dry powder lubrication is allowable. No lubrication is allowed after the car has been checked in.
8. The nose of the car must be at least ½” and be in the center of the car to ensure correct alignment for the starting block. No part of the car may extend beyond the center of the nose.
9. Each car must pass inspection by the official inspection committee before it may compete.
10. Scales, rulers, and other tools used by the Race Officials to check in cars are the “official” check in devices. Scouts may not bring their own.
11. If a car does not pass inspection, the owner will be informed of the reason for failure. The owner will be given the opportunity to make adjustments before the check-in time ends. Once car is adjusted, the car will be inspected again.
12. After final approval, cars will not be re-inspected unless it is damaged in handling or in a race.
13. Cars with wet paint will not be accepted.
14. Once a car is checked it, it may not be touched by scouts or parents.
15. Details such as drivers, steering wheels, decals, etc. are allowed. They must be securely attached. All dimensions of the car (height, weight, etc.) must be met with the details attached.
16. Cars may not have any starting devices or other type of propulsion.
17. The car must have been built during the current scouting year. Previous year’s cars are not allowed.
18. If a car jumps the track, the race will be run again. If the same car jumps the track a second time, and does not interfere with its neighboring car, the race will count. If the car interferes with its neighboring car, at the discretion of the Race Official(s), the car will be eliminated from that heat and given a “did not finish” time and the race will be run again.
19. Should a car be damaged, the owner will be allowed time to fix the damage only, e.g. if the wheel falls off the car because the axle comes out, then the axle can be reinserted. The inspection committee will be the final judge of repair work.
20. If a car becomes damaged and can be repaired in a reasonable amount of time (a few minutes) the race will be run again. If not, the damaged car will be eliminated from that heat and given a “did not finish” time.
21. Any car that does not crash or leave its assigned lane will be helped across the finish line once the other cars in the heat have crossed the finish line
22. All rulings by the Race Official(s) and racing staff are final.