



# PINEWOOD DERBY



## RULES AND REGULATIONS

- A. Entries for the Central NC Council Pinewood Derby shall be determined by each District by using the Council Rules. Only those Cub Scouts who were registered and active Tigers, Wolves, Bears, and 1<sup>st</sup> year Webelos (4<sup>th</sup> Grade) at re-charter (DEC 31) are allowed to enter the Council race.
- B. Each District will supply a maximum of **THREE** entries for each Cub Scout rank: Tiger, Wolf, Bear and 1<sup>st</sup> year Webelos (4<sup>th</sup> Grade).

**All entrants are required to wear a Cub Scout "BSA" uniform.**

**All District winners must be registered for the council level pinewood derby race no later than 14 days before council race date.**

1. **Each entry shall be constructed from an up-to-date B.S.A. Pinewood Derby Car Kit for the current year. A new car must be built for each year. All nine pieces must be used. The car must be free rolling. No starting devices are allowed.**
  2. **Overall dimensions (length & width)** - Place car inside a checking device, which is 2 & 3/4 inches wide by 7 inches long. The car must not be greater than 2 & 3/4 inches wide (including wheels) by 7 inches long (including accessories). The original Pinewood body (**NO PLASTIC/FIBERGLASS OR METAL CARS**) of the car must touch the starting gate (pin). No part of the car can extend in front of the starting gate (pin). Again, be advised, **no plastic/fiberglass or metal cars will be permitted.**
  3. **Wheel Base** - Place car over a checking device, which is 1 & 3/4 inches wide by 7 inches long by 3/8 inches high. The Distance (width) between the wheels (front or rear) must not be less than 1 & 3/4 inches (measured from innermost part of the wheels). The distance between the track and any part of the underside of the car must not be less than 3/8 of an inch. Wheels cannot extend in front or rear of the body of the car. All cars must have ( 4 wheels no more no less ) and are required to have 2 wheels on each side opposing each other. **NO OFFSET WHEELS.**
  4. **Visual Inspection of the Wheels** - Wheels and axles **MUST** be the ones furnished in the car kit. Solid axles are not permitted. Replacement wheels and axles must be from an official BSA kit. Axles may be polished and lubricated (dry lubricant only). Wheels may be sanded to provide a true round circle but must retain the original width and flat rolling surface. No purposely-rounded wheels allowed. No "H" or "A" wheels. No attachments or adhesives will be allowed on the surfaces of a wheel. Wheels will be placed on a flat surface to verify that the entire width of **at least three wheels make simultaneous contact with the flat surface while stationary and in travel.** (**NO ANGLING OR CANTING OF THE WHEELS**) Regardless of what they could be made out of, spacer bearings, washers, bushings or springs are prohibited, whether fixed or movable.  
  
No car will be allowed to enter with a closed hub or totally enclosed axle (nail on wheel). Axles will need to be secured in pre-cut slots with clear glue (if glue is used) or if the axles are inserted in holes in the side of the car, then removed by the Cub Scout and parent (guardian) to verify that axles are not solid. Holes may be drilled in the bottom of the car so the **points** of axles (nails) can be seen. Axle (nail) points must be in view before a Cub Scout can enter the race.
  5. **Weight** - Entry will not exceed 5.0 ounces or 141.745 grams. Weight must be securely fixed to the car and non-movable.
- C. It is recommended that all unit and district winners be determined by the fastest average time in a timed derby. The derby should consist of a number of heats that equals the number of lanes for the track where each entry gets one heat for each lane. It may consist of more heats, but each entry should be run on each lane an equal number of times. For example, on a 4-lane track each entry would run 4 heats (1 on each lane) to determine its average time.  
  
If a timed derby is not possible, it is recommended that all unit and district winners be determined in double elimination fashion on a 2-lane track. One loss is determined by an entry losing on **both** sides of the track. In the case of a dead heat (that is, one car wins on one side and one on the other or the judges are unable to determine a winner), the same two cars will race each other again, switching lanes as the first time. Should a second dead heat occur, the same two cars would have a third heat. If no winner is determined in the third heat, then the cars will be matched with other cars, unless it is the last race in a group in which case racing will have to continue until a winner is determined.
- D. After an entry has been officially weighed in and registered, a small sticker with a number will be placed on the car. From this Point on **NO ADDITIONAL WORK OR REPAIRS WILL BE PERMITTED WITHOUT THE CONSENT OF THE INSPECTION COMMITTEE** (This includes lubrication, loose wheels and axles, etc.).
- E. No car will be allowed to enter unless the Cub Scout owning the car is present at the race. The Scout racing the car must be the individual entering the car for inspection and the individual racing the car.
- F. A Cub Scout will be allowed 10 seconds to place his car on the starting line and/or pick up from the finish line.
- G. **Decisions made by the judges and/or inspection committee are final.**

REVISED AUGUST, 2011

All 2<sup>nd</sup> year Webelos should be transitioned into Boy Scouting no later than the first of March.