

PINEWOOD DERBY RULES
FOR
SOUTHWEST FLORIDA COUNCIL and MANATEE DISTRICT

1. **WIDTH.** The overall width of the car shall not exceed 2 ¾ inches.
2. **LENGTH.** The overall length of the car shall not exceed 7 inches.
This includes wheels and any “fast starts”.
3. **WEIGHT.** The weight of the car shall not exceed 5.0 ounces. No loose materials of any kind are permitted in or on the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided any additional material is securely built into the body.
4. **CLEARANCE.** Underside clearance shall be no less than 3/8 inches vertically and inside wheel to wheel horizontally shall be no less than 1 ¾ inches
5. **LUBRICANTS. DRY LUBRICANTS ONLY.**
6. Wheel bearings, washers, and bushings are prohibited.
7. **SPRINGING.** The car shall not ride on any type of springs. The wheels shall only ride on the nails provided in the official B.S.A. kit.
8. **DETAILS.** Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications and are non-moving.
9. **ATTACHMENTS.** The car must be freewheeling, Gravity powered only.
10. **INSPECTION.** Each car must pass inspection by the official inspection committee before it will be allowed to compete. The inspectors have the right to disqualify those cars that do not meet these specifications. After passing inspection the car is put into the Impound.
11. The car must have been made during the current year (the year in which the derby is held).
12. The official number must be clearly marked or visible on both sides of the car and on the top.
13. The starter will make sure the cars are on the track properly and then start the race.
14. The car whose nose is over the finish line first is the winner. Place spotters or line judges will select the first, second, third, and fourth place winners.
15. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the race will be rerun. If the same car gets into trouble on the second rerun, or the third rerun the contestant is disqualified and automatically loses that race, and the race will be rerun a fourth time without the disqualified car.
16. When the results of each race are recorded, the drivers (scouts) will return their cars to the Impound, and take their seats.
17. Awards will be presented after each age group is finished and after the overall race is finished. At that time all cars may be picked up from the Impound.
18. **“DO YOUR BEST” AND EVERYBODY IS A WINNER.**
19. **HAVE FUN!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!**

Manatee District, Pinewood derby rules

Amendments and explanations

GENERAL:

G-1. Essential Materials: All cars entered shall be constructed from the **Official Grand Prix Pinewood Derby Kit**. No other wheels, axles, or bodies will be allowed.

G-2. Attendance: Only the Cub Scout may enter his car. This means that the Cub Scout **must be present** to enter his car into competition.

G-3. Single Car per Boy per Event: A Scout may enter only one car per event.

Technical Specifications:

T-1 Weights and Attachment: Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws, **but not by "sticky substances", e.g. tape, or tack spray**. **Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, non-sticky, etc.** No attachments may move while the car is racing.

T-2. Wheels and axles: Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor in reducing the tread (track contact) width from the original kit wheels. **Wheel tread surface must be cylindrical. The tread area may not be shaved so that only a portion of the tread contacts the track; the entire tread surface must be flat.** The words "Official B.S.A. Made in U.S.A." and other lettering on the wheels shall remain intact and clearly visible to the inspector. **Some of the original "tread marks" on the wheel face must be intact, i.e. apparent to the inspector.** **The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, and bearings.**

T-3. Lubricants: Lubricants **must be dry** at the time of inspection and racing.

T-4. Staging: The entire car must stage behind the starting pin. **No portion of the front of the car may protrude past the starting post.**

Conduct of the Races:

C-1. Impounding: Once the car has passed inspection and received its number sticker, the SCOUT will place his car on the table provided, **and must not lubricate or otherwise improve that car until his racing is complete.**

C-2. Car Handling Responsibility: Scouts shall be responsible to stage their own cars at the starting line, to retrieve their cars at the finish line (after the race has been called) and return their cars to the pit after their heat is finished. If, in the opinion of the track chairman, a scout's physical limitations prevent him from fully complying with this requirement, the scout may nominate an assistant of approximately the same age who serves subject to approval of the track chairman. In any case, the scout shall participate up to his limitations.

C-3. Car Repair: If, during the race, a wheel falls off or the car becomes otherwise damaged to the point of being unable to race, then the Scout, and only the Scout, may perform repairs. The Scout may seek advice for repairing the car, but may receive no other assistance. If a car is damaged due to track fault or due to fault of another car or Scout, then the track chairman, **at his sole discretion**, may allow additional repair assistance.

C-4. Track Fault: If a car leaves its lane, **at his sole discretion**, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation, the track chairman may order the race heat to be rerun after the track is repaired.

C-5 Call to Race: Competitors will be called to race "by group". If a racer leaves the area and rejoins the group after it has started its heats, placement in line is at the track chairman's discretion. **Any Scout missing a heat will have that heat scored as a loss.**

C-6. Appeals: The Scout must make all questions of rules interpretations, procedure and fact to the track officials promptly.

C-7. No Call: If the winner of a heat cannot be declared by a majority of the judges the track chairperson may order the heat to be re-ran.