

Great Alaska Council

Official Pinewood Derby Rules

There will be absolutely **NO EXCEPTIONS** to the rules stated below. Please read and abide by all the rules. Failure to abide by any of these rules will result in disqualification of the car, which would be a huge disappointment to a Cub Scout after all their hard work in creating the car.

1. Scouts are required to use official BSA Pinewood Derby car kits. Precut kits available from most hobby shops are **not** authorized.
2. Cars are to be built by the scouts with a parent's help.
3. All cars must be constructed this year. Cars raced in previous years will be disqualified and will not be allowed to race.
4. Wheels and axles must be from the BSA Pinewood derby car kit.
5. Wheels and axles may be filed or sanded to remove burrs or seams, but the surface of the wheel that touches the track may not be narrowed, tapered or rounded.
6. No springs, spacers, washers, bushings or bearings may be used on wheels or axles.
7. Total length of cars with accessories shall not exceed 7 inches. Total width of cars with accessories shall not exceed 2 $\frac{3}{4}$ inches. Total height shall not exceed 4 inches. (Cars will be put into a box to check length and width. Cars taller than 4 inches will not have sufficient clearance to cross the finish line)
8. All cars must have sufficient clearance to roll freely while straddling the guide strip ($\frac{1}{4}$ high x 1 $\frac{3}{4}$ wide).
9. All items attached to the car must be secure. Loose weights, accessories etc will not be permitted.
10. Hubcaps will not be permitted on wheels.
11. Axles must be visible in the axle groove when the car is turned over.
12. Wheelbases may be altered, as long as the car does not exceed a total length of 7 inches. If wheelbases are altered a groove must be cut to allow viewing of the axles.
13. Maximum weight is 5.00 ounces. The scale(s) at Scout-O-Rama will be considered the official scale(s).
14. Only dry graphite or dry white scout lubricant may be used on cars. Cars with wet or oily axles or wheels will be disqualified. Lubricant may be added before qualification and check-in, but no lubrication may be added after check-in or during the race.
15. Scouts and race officials will handle the cars. Any person (competitor or parent) who handles another competitor's car may be disqualified. If a Scout is unable to attend a designated representative from their Pack may race their car.

16. After weighing in and dimensional check, the cars shall remain in a staging area and may not be lubricated or altered in any way except to repair specific damage that happens during a race.
17. A car may be disqualified after weighing in and qualification if the car jumps the track 3 times while racing; or upon discovery of non-approved lubrication, parts or car body (i.e. store-bought car, wheels axles).
18. Each car will race once on each lane of the track. (6 lanes = 6 races = 1 heat). The fastest car from each heat will advance to the next round.
19. Best of Show cars must meet all the above rules.
20. If a car does not pass inspection, the owner of the car will be informed of the reason for failure and will be permitted, within the official weigh in period, to adjust and re-submit the car.
21. **All decisions of the race officials/judges will be final.**

Poor sportsmanship or abuse of the race officials (by anyone) will not be tolerated. Violators will be asked to leave the race area.

SUGGESTIONS:

1. Axles should be glued in place with a clear glue to prevent the wheels from coming off during the race. Use clear glue (Super glue) so the axles remain visible during inspection.
2. Paint the bottom of the car black. The infrared finish line used with most Pinewood derby tracks has a tendency to fail when the car bottom is unpainted or painted a light color.
3. Lubricate cars before race day. Graphite is a good lubricant and cars tend to get faster as the graphite gets “worked in”. It is also very messy.

This is a **Cub Scout** race, let the Scouts have fun. These rules can't cover everything and may be refined. Items not covered by the rules will be decided by the race officials (see rule #21). If you have any questions, please contact your Cubmaster or the Great Alaska Scout Office.

