

Pack 1950 - 2008 Pinewood Derby Rules and Guidelines

Overview

Pack 1950 will use a 4-lane pinewood derby-racing track. Cars will be weighed in at the January pack meeting and held by the pack until race day. Adjustments can be made to the car at weigh-in prior to the car being turned over to the pack. **Following the rules and guidelines in this document will make this a fun and enjoyable experience for all involved.**

Sportsmanship

The pinewood derby is more than winning the race. It's about learning and applying the skills needed to build and race a car in a competition. If you're lucky enough to be a winner, be a good winner. Not everyone can be the winner. Even if you don't win your race, you should be proud knowing you built a car that was in the race and that you tried your very best. In Pack 1950, everyone that races is a winner

Car Specifications

Following rules in building your car is very important. Your car will be checked at weigh in. If it doesn't meet **all** of the specifications below, **it will be disqualified**. These rules must be enforced to make the race fair to all of our scouts.

Cars should be built by the scouts with the help of parents. An important aspect of the pinewood derby is the experience and skills the scout learns building the car. Parents are encouraged to let the scouts complete as much of the assembly as possible. There are a number of pinewood derby resources available on the Internet for car building tips, search the Internet for "pinewood derby".

At weigh-in, the car will be checked for the following items:

- 1) The car must be built from an official BSA Pinewood Derby kit including using the original block of wood, wheels and axles. Pinewood Kits found in hobby and craft stores are not official kits so these pre shaped bodies and wheels are not allowed. The add-on items like stickers and fenders are acceptable (See item 11 below).
- 2) An instruction sheet is included with the car kit. All rules included with the kit are enforced as well.
- 3) The car must be made during the current scouting year (no pieces from previously made cars are allowed).
- 4) The width of the car shall not exceed 2 $\frac{3}{4}$ ". Width between wheels must be 1 $\frac{3}{4}$ ".
- 5) The length of the car shall not exceed 7".
- 6) The weight of the car shall not exceed 5 ounces (adjustments can be made at weigh-in).
- 7) The clearance under the car shall be at least $\frac{3}{8}$ ".
- 8) The front center section of the wood block must remain in tact to rest against the starting gate.
- 9) There are no official height restrictions on cars, but the car must be less than 4 $\frac{1}{2}$ " high to fit in impound case.
- 10) Wheel bearings, washers and bushings are prohibited.

- 11) The car shall not ride on any type of springs.
- 12) Any details added must be within the length, width and weight limits.
- 13) The car must be freewheeling with no starting devices.
- 14) No loose materials are allowed in the car. No taping weights to the car.
- 15) The wheels of the car must not be modified or shaped (spot sanding can be done to remove burrs).
- 16) The original axle slots in the wood block must be used.
- 17) Polishing the nails (axles) to remove burrs is permitted.
- 18) No hubcaps are allowed.
- 19) The only lubricant to be used is dry graphite. It must be applied prior to weigh-in.

Race Day

- Each scout will race 4 races. One race on each lane.
- **The scout must be present to race their car. If the scout cannot be present an acceptable substitute must be arranged in advance of race day or the car will not participate in the races.**
- Only the race committee members can handle the cars between weigh-in and the completion of the races.
- If a car leaves the track, the race will be re-run. If the car leaves the track a second time, it will be disqualified from that race.
- At the end of the derby, scouts can claim their car.
- Any unexpected situations will be resolved by the pinewood derby committee. **The decision of the committee will be final.**