

SWAN CREEK DISTRICT  
PINEWOOD DERBY RULES

ALL participants, both youth and adult, should wear their best available uniform.

1. Each Cub is to build a *complete new car* each year. No car or portion thereof, used in any previous year by a Cub Scout, shall be entered.
2. WIDTH: Maximum overall width allowable is  $2 \frac{3}{4}$ ".
3. LENGTH: Overall length shall not exceed 7". A car shall not extend beyond the starting line.
4. HEIGHT: Maximum overall height allowable is  $2 \frac{9}{16}$ ".
5. CLEARANCE: Cars must have  $\frac{3}{8}$ " minimum clearance under the body,  $1 \frac{3}{4}$ " minimum clearance between inside of the wheels. No part of the car may extend forward of the starting pin.
6. WEIGHT: Weight shall not exceed 5 oz. No loose materials of any kind are permitted on the car. The car may be hollowed out and built up to maximum weight by the addition of wood or solid metal only, *provided that it is securely built into the body or chassis*. Liquids are considered loose material. Weights secured by tape will not be accepted.
7. MATERIAL: The car shall be made of material from an official BSA Pinewood Derby kit. This includes body, wheels and nails furnished in kits *or sold by the Scout Shop*. Nails may be polished or turned down.
8. WHEELS: Wheels are not to be shaved or reduced in diameter or width. Sandpaper may be used to true the wheels, but the contour of the wheels may not be changed. Wheel bearings, washers and bushings are prohibited. Surface of the wheel must be flat. Some of the original surface must be evident and will appear as a bright spot on the surface. No extended wheel base is allowed. Slots must be used.
9. DETAILS: Details such as steering wheel, driver, decals, painting and interior detail are permissible (and even encouraged) as long as the car does not exceed maximum allowable weight.
10. SPRINGING: The car shall not ride on any type of springs.
11. ATTACHMENTS: The car must be free-wheeling with no starting device.
12. LUBRICATION: Lubrication is allowed only before *final weigh-in*. No lubricant shall be permitted on exposed surfaces of wheels. No oil may be used, only powdered graphite or Teflon.
13. INSPECTION: Each car must pass the Inspection Committee before it may compete. The Inspectors have the right to disqualify those cars which do not meet these specifications. The decision of the Chief Inspector will be final.
14. Each heat will be announced. Drivers will report to the starting line and place their cars on the track. All other persons must remain behind the barrier.
15. BEST DESIGN: At the *district* competition a car may enter either Best Design or Speed Race, not both.
16. If any car jumps the track more than two times in any one heat, it will automatically be disqualified for that heat.
17. Each pack may enter a total of fifteen (15) cars, three (3) cars in each grade category: 1st, 2nd, 3rd, 4th and 5th grade. Two (2) cars may be entered in the race and one (1) may be entered in the design competition of each grade category. The winning cars may not be altered or rebuilt between the Pack and District races. Damaged cars may be put in original condition.
18. Each Pack is asked to send the winner and runner-up in each grade category to the District competition. Alternates should be chosen in case the winner or runner-up cannot participate; however, there will be no alternate race due to time restrictions.
19. To enter any race, a boy must be a registered member of the Boy Scouts of America at the time of his Pack derby.
20. On the day of the race, each Cub Scout will sign-in with his own car and must be present to receive an award.
21. A car with wet paint will not be accepted.
22. Decisions of any and all judges will be final.

NOTE: Please observe the spirit of the competition, which is for the Cub Scout *himself* to enjoy building, decorating, and racing his car, using the basic material provided in the kits and adult assistance as necessary.