

# Pack 184 Pinewood Derby Rules

1. **All cars must pass inspection to qualify for the race.** Official inspection days will be announced.

The inspection points are as follows:

- a) The car must have been made during the current scouting year.
- b) The width of the car shall not exceed 2 3/4 inches.
- c) The length of the car shall not exceed 7 inches.
- d) **The weight of the car shall not exceed 141.7 grams (5 ounces) per race scale.**
- e) The height of the car shall not exceed 5 inches.
- f) **Axles (4 nails), wheels (4), and body wood shall be as provided in the kit. BSA approved accessories will also be permitted.**
- g) Wheel bearings, washers, and bushings are prohibited.
- h) No coverings over the wheels are allowed.
- i) The car shall not ride on any kind or type of springs.
- j) Any details added must be within length, width, height, and weight limits.
- k) The car must be freewheeling, with no starting devices.
- l) No loose materials of any kind are allowed in the car.
- m) The official number must be clearly marked on the car.
- n) Only dry lubricant is permitted.
- o) No extensions on the axles.
- p) Weight additions MUST be secure.

2. Each heat will be announced. Drivers will report to the starting area. All other people must remain behind the barriers.

3. The starter will make sure the cars are on the track properly and then will start the race.

4. The electronic finish line will determine the winners. Race commissioners will resolve disputes.

5. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc, the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time, but without the disqualified car. The car's owner that was interfered with, may have 5 minutes to inspect/fix his car if he requests it.

6. All 4 wheels of the car must be in contact with the track at all times during the race.

7. Damaged cars will be allowed a maximum of 5 minutes for repairs.

8. The overall pack winner will be decided by a race with the Tiger, Wolf, Bear, Webelos I, and Webelos II winners. Lions will race as a den and in the pack finals, but will not advance to the District Finals.

9. The fastest car from each rank (Tigers through Webelos II) will advance to the District Finals.

10. **NO LATE CHECK-INS ALLOWED!**

**May the best car win!**