

Pack 184

Pinewood Derby Rules

1. **All cars must pass inspection to qualify for the race** (Tuesday or Wednesday is officially inspection time)
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 $\frac{3}{4}$ inches.
 - c) The length of the car shall not exceed 7 inches.
 - d) **The weight of the car shall not exceed 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.**
 - 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 axels.
 - 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 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 Tigers, Wolf, Bear, Webelos I, and Webelos II winner.
9. Top 10 fastest cars in the pack advance to the District Finals.
10. **NO LATE CHECK-INS ALLOWED!**

May the best car win!

Due to previous problems, we will NOT allow prefabricated cars which can be bought at hobby stores around the area to race and you MUST use the wheels provided with the car or your car WILL BE DISQUALIFIED.