

# **PACK 378 OFFICIAL PINWOOD DERBY RULES (2020)**

## **1. Please read all the Rules and Regulations listed below before check-in**

- A. Your car must have been made since last year's pack race, no exceptions.
- B. All cars must pass inspection by race officials before the car will be allowed to race (see criteria below).
- C. The level of help you provide your scout should be based on his age and abilities.
- D. Supervise your children using all power tools to provide a safe building environment.
- E. Scouts must register your car at the Check-in on Thursday the day before the race. There will be NO check-ins on race day! **NO EXCEPTIONS!!**

## **2. Inspection Criteria**

- A. Cars must fit in the race jig and include at least ½ inch flat nose (see dimensions guidelines below).
- B. Cars must weigh 5.00 ounces or less on the official race scale (see weight guidelines below).
- C. Cars must have all four wheels touching on a flat surface (see wheels and axles below).
- D. Cars must not include any of the excluded materials named on the official rules.
- E. Cars must not have wet paint or glue at the time of check-in.
- F. Cars must be built from official BSA kits including wheels and axles.
- G. Cars must not have modified wheels or axles.

## **3. Car Dimension Guidelines**

- A. The main body structure must be made from the wood provided in your BSA Pinewood Derby Kit.
- B. The total width of the car shall not exceed 2 3/4 inches (including the wheels and accessories).
- C. The length of the car shall not exceed 7 inches (including the wheels and accessories and no part can protrude beyond the front of the car body).
- D. The height of the car shall not exceed 7 1/2 inches.
- E. The underside clearance of the car (including weights) must be at least 5/16 of an inch.
- F. The inside wheel-to-wheel clearance is at least 1 3/4 inches.
- G. The nose of the car shall maintain a flat surface a minimum of 1/2-inch-wide when looking down on the car (no pointed noses, they will not fit the track starting gate).

## **4. Weight Guidelines**

- A. The total weight of the car shall not exceed 5.00 ounces.
- B. Weights that are added to the car must be attached by glue, nails, or screws.
- C. Taping weights on is not allowed; officials do not want any objects falling off the cars onto the track.
- D. No loose, moveable, or fluid weights (such as lead shot, mercury) are allowed in on your car.
- E. The open weight class must follow rules for dimensions in order to fit on the track, but all other rules including weight are exempt.
- F. TIP: Your local Post Office has scales to get you close to the desired weight of 5.00 ounces or less, but the scales at Check In will be the official weight used to race. The Pit Crew located at check-in will be there to help you with the final weight also.
  - a. Note: official weight scales will be made available at the Pinewood Derby Workshops.

## **5. Wheel and Axles**

- A. You must use official BSA Wheels and Axles like the ones provided in your BSA Pinewood Derby Kit.
- B. Screw axles, connecting/single axles, modified wheels, hobby store wheels, or old-style BSA wheels are not allowed.
- C. No rounding or changing contour of tread surface, width, or diameter of wheels is allowed.
- D. Sanding the tread to remove imperfections is allowed.
- E. The BSA insignia on the side of the wheels should be visible.
- F. All four wheels must touch the ground or the car will not be approved for check-in.
- G. Wheel bearings, washers, insert, sleeves, and bushings are prohibited.
- H. Only dry graphite powder lubrication is allowed. Any other lubrication will automatically disqualify the car for the entire contest; officials do not want the track fouled.

## **6. Misc. Items**

- A. The car shall not ride on any kind or type of springs.
- B. The car should be freewheeling, with no starting devices, magnets, or sticky substances allowed.
- C. If a car leaves the track, runs out of its lane, or interferes with another car, the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses that heat. If, on the second run, another car is interfered with, the heat will be run a third time but without the disqualified car. Loss of body parts during a race, including axles and wheels, will not be reason to repeat the heat.

## **7. Building Assistance**

- A. There will be various workshops hosted by the Pack and local Troops that offer tools and expertise in building a pinewood derby car.
- B. Please bring your BSA certified kit with you including wheels, axels, and extra weights.
- C. We anticipate workshops on 1/4 and 1/18. Time and location TBD.

## **8. Check-In is Thursday, January 23rd from 5:30 to 7:30 PM at New World Methodist Church**

- A. All cars will be inspected at check in following the Official Pinewood Derby Rules.
- B. If your car does not pass inspection; you will be directed to the Pit Crew Area where our Volunteer Adults will assist you in making the necessary adjustments so your car can pass inspection.
- C. Cars with wet paint will not be allowed to be registered at check in, but will be allowed when the paint is dry.
- D. No other modifications or improvements may be made to the car after check-in. However, wheels and axles may be replaced by race officials if they fall off during the races.
- E. Once a car has been checked-in, you will not be allowed to touch your car until the final race is over
- F. No lubrication will be allowed after the car has been checked in.
- G. Bring a \$5 or less prize for the raffle table with you to check-in.

## **9. Race Day is Fri., Jan. 24th - doors open at 5:30 PM and races start promptly at 6:00 PM**

- A. 5 Design Awards will be given out to our Scouts whose entries are judged to be the best in each of the following categories: Most Original, Best Design, Fastest Looking, Best Scouting Theme, and Funniest Car. There will also be a Cubmaster's Choice, so use your imagination and good luck.
- B. Racing order will be: Siblings, Lion Cubs, Tiger Cubs, Wolf Cubs, Bear Cubs, Webelos 1, Webelos 2, & Open Class
- C. The top 3 finishers in each of these 5 categories will receive an Award. All Participants in these categories will receive a Patch.
- D. The top 2 finishers in each of the Scout Ranks (12 scouts) will advance to the Pack Championship Finals at the end of the night.
- E. First, Second and Third place winners in the Pack Championship Finals will receive a trophy.

## **10. Sportsmanship**

- A. Sportsmanship is a very important virtue we need to instill in our kids. Winning is easy and loosing is hard. Adults help your child to win with humility and loose with dignity and grace.
- B. We expect all in attendance to demonstrate good sportsmanship. The race committee official's decisions will be final. Any scout/parent/audience member disputing the final decisions of a race, or exhibiting unsportsmanlike conduct may be asked to leave the building for the remainder of the races.

## **11. Race Specials**

- A. We will be serving pizza, cookies, lemonade, and water, so come hungry!  
(We will accept donations to help cover the cost)
- B. We will have Raffles throughout the evening for the Scouts. Every scout will leave with a prize, but we also ask that every scout arrive with one too. Prizes can be turned in at Check-In.

**EVERYBODY HAVE FUN AND MAY THE BEST CAR WIN!**