



Derby Rules & Procedures

The Derby is open to all Cub Scouts registered in Pack 41. Each scout may enter only one car in the competition. Several cars may be constructed but only one may be registered and raced. The car must have been built during the current school year in which the Derby is held. Cars that have competed in a previous Derby are not permitted.

If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically lose that race. If a car leaves its lane and interferes with another car, the race will be run again. If the same car leaves its lane a second time and interferes with another car, then the interfering car will automatically lose that race.

In the case of an accident during the race only the cars owner may make repairs. Repairs must be made within a 5-minute time limit and must conform to the original specifications. Once repaired, the race in which the car was damaged will be run again.

Once a car has been inspected and registered, only the race crew will be allowed to handle and transport the car. The race crew will be responsible for setting the cars up at the starting gate, retrieving the cars from the finish line and returning the cars to the staging area. All spectators must remain behind the barrier.

The Derby will be run using GrandPrix Race Manager Software, which utilizes various methods of heat scheduling.

Inspection and Registration

1. Each car must pass a technical inspection before it may compete. Technical inspection and registration of cars occurs on the day of the Derby, 1 hour before race time. Early inspection and registration will be available before the day of the Derby.
2. The inspectors shall disqualify cars that do not meet the Derby rules. If a car does not pass inspection, the owner will be informed of the reason his car did not pass (too long, too heavy, altered wheel base, or the like). Cars that fail the initial inspection may be modified for final inspection and registration.
3. No cars may be altered in any way after it has been registered.
4. After passing inspection, no car shall be re-inspected unless repaired after damage in handling or in a race.
5. The inspectors will mark each car with an official number.

Length, Width and Clearance

1. The maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches.
2. The minimum width between the wheels shall be 1-3/4 inches so the car will clear the center guide strip on the track.
3. The minimum clearance between the bottom of the car and the track surface shall be 3/8 inch so the car will clear the center guide strip on the track.
4. The maximum overall length shall not exceed 7 inches.
5. The maximum overall height shall not exceed 2.75 inches.
5. No part of the car may extend past the starting pin. Speed noses are allowed.
6. Holes may be drilled for the axles as long as the wheelbase (distance between the front and rear axles) is not changed from the kit body distance of 4.25 inches.

Weight and Appearance

1. Weight shall not exceed 5 ounces. The reading of the official scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.
2. Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width, height or weight specifications.
3. Cars with wet paint will not be accepted.

Wheels and Axles

1. Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit. BSA colored wheels are permitted.
2. Wheels may be lightly sanded to smooth out molding imperfections on the tread area. This light sanding is the only modification allowed. Beveling, tapering, thin sanding, wafering or lathe turning of the wheels is prohibited.
3. Axles may not be altered in any way except for removing burs, imperfections and polishing. Altered axles or 'Speed' axles are prohibited.
4. Wheel bearings, washers, bushings, and hubcaps are prohibited.
5. The car shall not ride on any type of springs.
6. The car must be freewheeling, with no starting device or other type of propulsion.
7. Only dry graphite lubrication or powdered Teflon "white lube" will be allowed for lubricating the wheels, axles and body of the car.
8. On race day all lubrication must be done at the "lube" station.

Rewards and Recognition

The most important values in Pinewood Derby competition are parent/son participation, good sportsmanship and learning how to follow rules. Every participating Scout will receive a Pinewood Derby patch. Trophies will be awarded to the first, second, third, fourth and fifth-place finishers overall in the Pack. Additional awards will be made for various "appearance" categories.

Guidelines & Sportsmanship

The Pinewood Derby is a parent-son project. Please feel free to give guidance and minimal assistance to your Scout as he builds his Pinewood Derby car. This is a chance for your son to be part of a team (he and you), to enjoy the spirit of friendly competition with his peers, and experience the satisfaction of building his own car from the kit provided. While everyone will be trying to win, it's always a good idea to start out by remembering the Cub Scout Motto, "Do Your Best," and some of the basic ideas behind good sportsmanship. Two things the Pinewood Derby requires each participant to learn are 1) the craft skills necessary to build a car, and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. Unsportsmanlike conduct by any participant, parent or spectator will be grounds for expulsion from the Derby.