

GRAND PRIX PINEWOOD DERBY RULES

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The following is a set of rules for conducting a Pinewood Derby. We have used these in our pack, and similar rules for District races. Be sure to organize enough adults to run the event. Den Chiefs and other Boy Scouts can be great help, especially as judges for design and craftsmanship. Brief them on their duties ahead of time. Get a track, draw up brackets, agree on the rules for an odd number of cars in a heat, publish all the rules and get prizes ready for participation, heat, design and craftsmanship winners in advance of the race. Remember the focus of this event is not to win at any cost, but for each Cub Scout to DO HIS BEST!

The Cub Scout should have the fun of racing a car he has built from materials in the Pinewood Derby kit. Adults and others should only guide and help. We will run a separate race bracket for Wolf, Bear and Webelos scouts. The fastest car in each bracket will run in a Championship bracket. Adults or Boy Scouts who wish to compete may buy their own derby kits and compete in a Non-Cub Only race bracket. Also, we will judge cars for excellence in several design and craftsmanship areas.

Race Car Rules

1. WIDTH: Car can not be more than 2 3/4 inches wide.
2. LENGTH: Car can not be more than 7 inches long.
3. WEIGHT: Finished car can not weigh more than 5 ounces. The weight shown on the Official Race Scale is final. All car parts and materials must be firmly attached. To increase the car's weight, add wood or metal only. Don't use Mercury to add weight because it's not safe.
4. WHEEL PLACEMENT: The car body must be at least 1 3/4 inches wide at the axles. It must clear the ground by at least 3/8 inch. If desired, you may change the wheelbase (distance between front and rear axles).
5. WHEELS AND AXLES: Use only Official Scout Grand Prix wheels and axles. You can polish the axles. You may lightly sand the wheels to remove the molding seam on the tread. No other wheel changes are allowed. You may not use bearings, washers or bushings.
6. SPRINGING: The car may not ride on any type of springs.

7. DETAILS: Details such as Steering Wheel, Driver, Decals, Painting, Interior Details are okay. The finished car with details must meet the maximum length, width and weight rules. Cars with wet paint will not be accepted.
8. ATTACHMENTS: The car must be free-wheeling with no starting devices.
9. LUBRICATION: Use dry powdered graphite ONLY. You may not use any other lubricant, especially oils and silicone sprays. No graphite may be applied inside the building, or after car inspection.
- 10.INSPECTION: Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will disqualify any car not meeting these rules. Any adult or scout may appeal the findings of the Inspectors to the Race Committee Chair-person, whose decision is final.

Race Ground Rules

1. GOOD SPORTSMANSHIP AND BEHAVIOR IS EXPECTED. Race Officials may ask anyone not following this rule to leave.
2. The Grand Prix Pinewood Derby is open to all Cub Scouts in Pack ??. The Non-Cub Only bracket is open to any Adult partners of these Scouts or any registered Scouter or Boy Scout from Pack ?? or Troop ??.
3. All brackets are double-elimination. This means that each car must lose twice before leaving the Derby.
4. A car that jumps off the track or interferes with another car is moved to a different lane and the heat run again. If it happens again, the car loses the heat.
5. If a car breaks down, the scout is allowed five minutes to fix the car. Then Officials will run the heat again. If the car cannot be fixed in five minutes, it loses the heat. If this loss is the car's first and the scout can fix the car before the start, it may run in its next scheduled heat.
6. Only Race Officials and Scouts involved in the current heat(s) are permitted inside the track area.

Race Procedures

1. Each Scout must bring his car to the Inspection Table. If the car fails to meet any rules, the Inspectors tell the scout the exact problems. The Scout may change the car to meet the rules.

2. After inspection, Official Scorers register the cars. The Official Scorers set-up and maintain the race brackets and tell the Official Starters which cars run in each heat.
3. After registration, Scouts place their cars on the Starters' Table. Scouts may not handle their car again unless:
 - getting the car for the start of a heat, or
 - putting the car on the Starters' Table after a heat, or
 - fixing the car as allowed in Ground Rule 5.Don't take a car off the Starter's Table for any other reason unless your car has lost two times.
4. Official Starters call Scouts to the gate for their heats. Scouts place their cars at the start, then go to the finish line to watch the heat.
5. The car whose nose is first over the finish line is the winner. If two of the three Official Judges can't agree on a winner, Officials will run the heat again. Judges tell the Official Scorers which car wins each heat.
6. Officials present racing awards at the end of each bracket. Design awards are presented after the Championship bracket. Last, we run the Adults Only bracket.

Thank you for being a part of our Grand Prix Pinewood Derby.