



Arrowhead District Pinewood Derby Rules

(12/14/05)

1. Conduct

- a. Good Sportsmanship is required at all times.

2. Ground Rules

- a. The race is open to five racers from each chartered Cub Scout Pack in the Arrowhead District. It is the responsibility of each Pack to select their participants.
- b. Cars must have been made for the Pinewood Derby held in the current Scouting year by the participating Pack.
- c. It is **STRONGLY RECOMMENDED** that participating Pinewood Derby Cars be impounded by the participating Pack until arrival at the Arrowhead District Pinewood Derby. Protecting the cars will prevent unnecessary breakage and modification before the District race.
- d. The winners will be determined by fastest average time after all racing heats are completed.
- e. If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time it will automatically lose the heat.
- f. If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- g. If a car suffers a mechanical problem, loses an axle, breaks a wheel, etc. and a repair can be accomplished in a reasonable time (less than 5 minutes), the heat will be run again. If not, the car will automatically lose the heat.
- h. The winner of each heat will be determined by automatic mechanism at the finish line. If the finish line mechanism fails, the heat will be run again.
- i. Only race officials and boys racing will be permitted inside marked track areas.

3. Inspection

- a. Each car must pass inspection by the official inspection team before it may compete. The inspection team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the cars to meet these rules.
- b. After successful inspection, cars will be impounded in a controlled area until after they have completed all races.

4. Vehicle Size and Clearance

- a. Maximum overall width (including wheels, axles, and details) shall not exceed $2\frac{3}{4}$ ".
- b. Minimum width between wheels shall not be less than $1\frac{3}{4}$ "
- c. Minimum clearance between the bottom of the car and the bottom of the wheels shall be greater than $\frac{3}{8}$ "
- d. Maximum length shall not exceed 7", including all added trim and vehicle accessories.

- e. Maximum height shall not exceed 3", including all added trim and vehicle accessories.
- f. The wheelbase (distance between front and rear axles) may not be changed from the Official Kit #17006. ($4\frac{3}{8}$ "

5. Weight and Appearance

- a. Weight shall not exceed 5 oz. The readings of the official race scales will be considered final. The car may be hollowed out and/or built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body or firmly affixed to it. Weights affixed to the outside bottom of the car may be used provided they meet the minimum clearance requirements (See ¶4c)
- b. Mercury will not be used for adding weight. It is a potential health hazard.
- c. Details such as steering wheel, driver, spoiler, decals, painting, and interior details are permissible as long as these details do not violate other provisions of these rules.
- d. Cars with wet paint will not be accepted.

6. Wheels and Axles

- a. Only the official Scout Grand Prix wheels and axles distributed with the official kit can be used. Wheels and axles CANNOT be modified, except as noted below.
- b. Wheel bearings, washers, or bushings are prohibited.
- c. The car shall not ride on any type of springs.
- d. The car must be free-wheeling with no starting device or other propulsion.
- e. Wheels can not be altered in any shape or form. (Exception: the plastic flashing or molding burr can be carefully removed. The side bead must still be showing)
- f. Car must rest on a minimum of 3 wheels at the starting gate.

7. Lubrication

- a. Only dry powdered lubricants, such as graphite, may be used. Regular oils, Teflon, or silicon lubricants or sprays may soften the plastic wheels and are therefore not permitted.
- b. Cars may be lubricated before inspection. No further lubrication will be permitted.

8. Problems

- a. See rule #1a
- b. Any participant (including the parent of the participant) has the right to appeal to the Race Committee for an interpretation of these rules. The Race Committee will be the final judge of these rules.
- c. Unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.
- d. Situations not covered by these rules will be resolved by the Race Committee. This decision will be considered final.