

Pine Tree Council

2007 Expanded Pinewood Derby Rules

GENERAL

1. The race is open to all Tiger Scouts, Cub Scouts and Webelos Scouts (1st year, 2nd year or just graduated to Boy Scouts) registered in a Pack and District of Pine Tree Council. The scouts will be referred to as "drivers" in these rules. Parents or designated guardians of the scouts will be referred to as the "pit crew" in these rules.
2. All cars competing in the 2007 District Pinewood Derby must have been made for a 2007 Pack Pinewood Derby. Cars made for any previous year pinewood derby are not acceptable.
3. Pinewood derby racecars will be built from an official **BSA Grand Prix Pinewood Derby Kit**. This kit includes the pinewood block, axles, and wheels necessary to build the car. **The purchase of machined wheels and polished axles from other suppliers is specifically prohibited.**
4. Decorative items such as steering wheels, drivers, spoilers, decals and interior details are permissible as long as the finished car meets the Pine Tree Council Pinewood Derby rules and specifications. Drivers are encouraged **not** to promote the use of alcoholic beverages or tobacco products **by the use of decals advertising these products** when decorating their racecars.
5. Any driver (including a member of the pit crew) has the right to appeal to the race officials for an interpretation of these rules. The race officials, by majority vote, will be the final interpreters of these rules. However, an interpretation of the rules at the pack or district level does not necessarily ensure a similar interpretation at the council level. **All rulings by the Race Officials at each level of competition will be considered final.**
6. The top **three** finishers from each individual Pack Pinewood Derby are eligible to compete in their respective District Pinewood Derby. If a racer cannot attend the District Derby another racer cannot race his car at the event, and an alternate driver should be chosen to represent the pack or district. Adults will not be allowed to race a car in the event that the youth cannot attend the event. Each individual district will determine the number of finishers, which compete at the next level. **Cars cannot be tuned up or overhauled to compete at the district level.** **To ensure that this rule is met, each individual district has the option to require each Pack's Race Officials to retain custody of the cars that will compete at the District Pinewood Derby. This policy will be used by York District.** Contact your District Executive for the proper procedures to follow.

CONSTRUCTION SPECIFICATIONS

7. Dimensions
 - a. The minimum width between wheels shall be 1 3/4 inches.
 - b. The maximum overall width of the car including wheels and axles must not exceed 2 3/4 inches.
 - c. Minimum clearance between the bottom of the car and the bottom of the wheels (**between the wheels**) shall be 3/8 inch.
 - d. The maximum length of the car shall not exceed 7 inches.
 - e. The maximum height of the car shall not exceed 4 3/4 inches from the bottom of the wheels.
 - f. **The use of the pre-cut axles locations in the official pinewood car block is highly recommended however, if the existing slots are not used, the following dimensions must be maintained:**
 - Nominal wheelbase of 4 3/8 inches**
 - Dimension of 15/16 inch from one end of the block to the axle**
 - Dimension of 1 11/16 inch from the other end of the block to the axle.**

8. Weight

- a. The car may be hollowed out and built up to the maximum weight of **5 oz.** by the addition of wood or metal only, provided it is securely built into the body or firmly affixed to it.
- b. No loose materials of any kind such as lead shot are permitted in or on the car.
- c. If tape (masking, scotch, etc.) is used to hold weights on the car, it must be tightly attached to the car. Using tape to secure weight is not recommended.
- d. It is recommended that weights on the bottom of the car be inset so they are flush with the bottom of the wood block.

9. Wheels and Axles

- a. **Only Official Cub Scout Pinewood Derby wheels, with the official B.S.A. stamp on the inside of the wheel, can be used.**
- b. Only Official Cub Scout Pinewood Derby axles can be used.
- c. **Axles may be polished only.**
- d. Solid axles are strictly prohibited.
- e. Wheel bearings, washers, or bushings are prohibited.
- f. The car shall not ride on any type of springs.
- g. Wheels may be sanded to remove the mold projection on the tread only. This is the only wheel modification allowed. **Beveling or tapering of the wheels is prohibited.** The entire portion of the wheel must remain flat except for the outermost edge that comes rounded from the factory casting. Examples of acceptable and unacceptable wheels are shown below.



- h. The portion of the wheel hub that rubs against the car body may only be polished to remove castings. No other modifications to the hub are allowable. The portion of the hub that rubs against the car body may not be rolled or beveled in any way and shall remain flat. If in the act of polishing, the hub becomes rolled or beveled, the hub will be deemed non-conforming and the wheel will need to be replaced with a conforming wheel.
- i. **All Four Wheels Must sit flat on the Track. Wheel covers and hubcap type wheel covers will not be allowed and driver must remove them before racing at the District competition.**

10. Lubrication

- a. **Only dry lubricant may be used.** Regular oils and silicon sprays soften the plastic wheels.
- b. **Cars are to be lubricated before inspection/registration.** No other lubrication will be permitted.

11. Miscellaneous

- a. Cars must be freewheeling with no starting device or other propulsion.
- b. No part of the racecar can protrude past the starting post.

INSPECTION

12. Each car must pass inspection by the Pack or District **Inspection Team** at each event before it may compete. **Each Inspection Team** has the right to disqualify any car that does not meet the rules and

specifications. Drivers will be informed of any violations and will be given an opportunity to fix the specified violations.

13. The Pack or District Inspection Team will weigh all cars at registration. The readings of the Official Race Scale at each event will be considered final. It is possible scale measurements will differ between the Pack and District Pinewood Derbies. Race car drivers and their pit crews must be prepared to adjust weight to meet the readings of the Official Race Scale at each level of competition.
14. Cars can be re-inspected at any time. If the car does not meet the rules and specifications, it must be brought into compliance before its next race or it will be disqualified. ***If a car is found to not meet the rules and specifications after the last race is run the car will be disqualified. All disqualified cars scores will be removed from the record.*** A minimum of five minutes will be allowed for a driver (or his pit crew) to bring his car into compliance if a problem is found during a race.
15. Once cars have been registered, weighed, and inspected, they will remain in the custody of the Pack and District **Race Officials** until the end of the competition.
16. 2007 Pinewood Derby Cars with wet paint or glue will not be accepted for inspection.

RACE TRACK

17. Only drivers racing in or staging for a race, **race officials**, or members of the **Track Team** will be permitted in the track area. Other people may be allowed in the track area when specifically approved by the **race officials**.
18. Each driver shall handle only his own car. A driver may be disqualified if he touches or handles another driver's car.
19. Each race will be announced and drivers will be called to the track area.
20. Drivers will choose or be assigned lanes by a random choice method.
21. Drivers will report to the starting line when the Starter tells them to and will place their cars on the appropriate lane. Scouts will be allowed 15 seconds to align their car on the track.
22. The **Starter** will ensure all cars are on the track lanes properly. Cars may be re-adjusted for proper placement at the direction of the **Starter**. Cars may not protrude beyond the starting post
23. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the race will be rerun. If the same car gets into trouble on the second run, the car automatically loses the race. The **Race Officials** at each level of competition will decide, by majority vote, if a car can continue to race after it has these types of problems in two consecutive runs.
24. If a car suffers a mechanical problem during a race (loses an axle, breaks a wheel, etc.), the driver or his pit crew will have up to five minutes to fix the car. The driver will then be allowed to race his car. If repairs cannot be made in this time frame, the car will be disqualified.
25. If a car suffers a mechanical problem after a race, the driver or his pit crew will have five minutes or until the next race to fix the car. If repairs cannot be made in this time frame, the car will be disqualified.