

Northern District Official Pinewood Derby Rules

The Pinewood Derby is open to all Cub Scouts. Cars should be built by the Cub Scouts with some adult guidance. Any technical assistance should be fully explained to the Cub Scout so that they can use that knowledge on future projects.

ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE

Following are the inspection points:

1. Only official Cub Scout Grand Prix Pinewood Derby blocks, wheels, and axles are permitted.
2. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
3. The overall length of the car shall not exceed 7 inches.
4. The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches.
5. The car must have 1 $\frac{3}{4}$ " clearance between the wheels, and 3/8" clearance underneath the body.
6. The wood block may be shaped any way that is desired.
7. The wheels may not be cut, drilled, beveled or rounded. Seams may be removed from the wheels.
8. The axles may be polished and lubricated (no machining). Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels.
9. Wheel bearings, washers or bushings are prohibited.
10. The car must not ride on any type of springs.
11. The car must be freewheeling, with no starting devices.
12. Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications
13. All cars start with noses even (no notches to gain advantage).
14. Previous year cars are not eligible to race.
15. Once a car is checked in and passes the inspection, it is to remain with the race officials till after the race.

16. ALL JUDGES DECISIONS ARE FINAL.

If, at registration., a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make the adjustment. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.

Some Additional Pinewood Derby rules.

- ⌚ If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
- ⌚ If a car leaves its lane, at their sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation; the track chairman may order the race to be rerun after the track is repaired.
- ⌚ If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
- ⌚ If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.
- ⌚ Construction of ALL entries MUST have begun AFTER last year's races.
- ⌚ Only one car may be registered by any person in the Pinewood Derby.