

Pack 30 Pinewood Derby Rules



CARS: Must use the official BSA Pinewood Derby Kit. Cars must be built new for this year's derby.

INSPECTION: Cars must pass inspection on the day of the race to compete. Officials may disqualify cars at any time if found to be illegal.

WIDTH: Overall width can not exceed 2.75". Width between the wheels must remain at 1.75".

LENGTH: Overall length can not exceed 7"

WEIGHT: Car can not exceed 5.0 ounces. The car can be hollowed out and/or built up to the maximum weight by the addition of wood or metal only, provided any additional material is securely built into/onto the body. Cars will be weighed on the official scales on the day of the race.

LOOSE PARTS: No loose materials/parts of any kind are permitted in or on the car. If a part falls off the car during a race and interferes with another car, the offending car will be declared in last place for that heat.

WHEELS: Only the wheels from the BSA Kit will be allowed. Wheels may be lightly sanded to remove the burr, but the wheel must remain flat. Wheels can not be altered in any other way.

AXLES: The nails provided in the BSA Kit must be used for the axles. They cannot be turned down by machine. They can be smoothed lightly with sandpaper and the burr on the nail head can be filed down. No bearings, bushings, tubes or springs will be allowed. No one-piece axles will be allowed.

AXLE SLOTS: Slots may not be moved or altered in any way (minor squaring of the slot is permitted). Officials must be able to see into the slot to insure the proper axles have been used.

GROUND CLEARANCE: The car must have at least 3/8" under-clearance from the wheel rolling surface to the bottom of the car (between the wheels). All four wheels must be on the car and must touch the track at all times.

ORIENTATION: The "front" of the car must be identified at weigh-in and the car will race in that orientation for the entire event.

LUBRICATION: Only dry/powered graphite is allowed (no oil lubricants are allowed). Once the car has passed inspection it cannot be retrieved for lubrication. Please do not bring graphite into the school – if spilled, it is extremely slippery on the tile floors and could cause someone to fall.

PROPULSION: The car must be freewheeling and gravity powered. No auxiliary form of propulsion, starting, or steering is allowed.

REPAIRS: All repairs made after the car has passed inspection must be made under an official's supervision. Upon completion of the repair, car weight will be re-checked.

RACING: Pack 30 uses double-elimination races – when a car has lost 2 times (heats) it is eliminated.

Decisions by race officials on race day are final.

The focus of this event is not to win at any cost, but for each Cub Scout to **Do His Best** and **Have Fun**.

Please show good sportsmanship.