

Pack 221 Official Pinewood Derby Rules

Length, Width, and Clearance

1. Maximum overall width (including wheels and axles) shall not exceed 2 $\frac{3}{4}$ inches.
2. Minimum width between the wheels shall be 1 $\frac{3}{4}$ inches so the car will clear the center guide strip on the track.
3. Minimum clearance between the bottom of car and the track surface shall be $\frac{3}{8}$ inch.
4. Maximum overall length not to exceed 7 inches.
5. Wheel-base (distance between front and rear axles) may not be changed from the kit body distance of 4 $\frac{1}{4}$ inches.

Weight and Appearance

1. Weight not to exceed 5 oz.
The reading of the official scale during event weigh-in will be considered final. The car may be hollowed out and built up to the maximum weight by addition of wood or metal only, provided the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind permitted.
2. Details such as steering wheel, driver, spoiler, decals, painting, and interior details are permissible as long as the details do not cause the car to exceed maximum lengths, widths, or weight as specified above.
3. Cars with wet paint will not be accepted.

Wheels and Axles

1. Axles and wheels shall be only as provided in the Official BSA Pinewood Derby Kit.
2. Wheels may be lightly sanded to smooth out molding imperfections in the tread area. Beveling, tapering, thin sanding, wafering, or lathe turning is prohibited.
3. Axles may not be altered in any way except for polishing.
4. Wheel bearings, washers, bushings, and hub caps are prohibited.
5. The car shall not ride on any type of springs.
6. The car must be free-wheeling, with no starting device or other type of propulsion.

Lubrication

1. Only dry graphite will be allowed for lubricating the wheels.
2. Lubrication should be done prior to arrival. Only one lubrication is allowed before the beginning of the first race and then once again before the beginning of the first race of the semi-finals and finals. Once racing begins, no further lubrication can be applied.

Ground Rules and Competition

1. Each scout may enter only one car in the competition.
2. A "family" heat will be included for sibling and dad cars using alternate or past year's cars. Just for FUN!
3. Each car must pass a technical inspection prior to competition.
4. Inspection Team shall disqualify cars which do not meet these rules. If a car does not pass inspection, the owner will be informed of the reason his car did not pass. Cars which fail the initial inspection may be taken to the repair station for minor modifications and brought back for final inspection and registration. (Bring your toolbox to registration!)
5. No car may be altered in any way after it has been registered.
6. The car must have been built during the current school year. Cars that have competed in a previous Derby are not permitted except in the Family Heat.
7. If a car becomes damaged during a heat and can be repaired in less than 2 min., the race will be run again. If not, the damaged car will automatically place last in that race.
8. The automatic timer will be used to determine the place of all finishers. A judge will confirm first and second places to the best of their ability. If the judges disagree about the race results, they can decide to re-run that race.
9. Only race officials and scouts participating in the current race may enter the pit area. This rule will be strictly enforced.

*Remember, these rules are for Pack 221 competition **only**. If you choose to compete in district wide competition, be sure to carefully read the rules for that competition.*