

Scenic District
2019 Pinewood Derby Rules
Updated 1/1/2019

ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE

1. **NUMBER** - Each car is assigned a number; this number MUST be clearly visible from above and behind the car.
2. **New cars only-** You may NOT race a car built for any prior derby year and you must use the kit supplied to you by the Pack or purchased at the Scout store. Absolutely NO pre-built or purchased cars, each derby car must be made by the scout and parent.
3. **Weight** - The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
4. **Length** - The overall length of the car shall not exceed 7 inches; some cars will measure longer than this out of the box. All cars must be modified to meet the 7-inch maximum rule. The maximum height limit is 6 inches.
5. **Maximum Width** - The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches.
6. **Minimum Width** - Minimum width between wheels is 1 $\frac{3}{4}$, it is highly recommended to leave the wheel width alone, so the car will fit between the track rail.
7. **Clearance Under Car** - The car must have $\frac{3}{8}$ " clearance from the bottom of the wheels to the bottom of the body to clear the track rail. Nothing can hang from the bottom of the car as this will rub on the rack. Note: $\frac{3}{8}$ " clearance is the MINIMUM on the bottom side of the car even with any other attachment.
8. **Wood to Use** - The wood provided in the kit purchased at the scout shop or provided by your pack must be used. The block may be shaped in any way that is desired.
9. **Wheels** - The wheels supplied with the kit must be used; you may also purchase official BSA wheels at the Scout Shop in Sartell. The wheels cannot be cut, drilled, beveled, or rounded. ABSOLUTELY NO PROFILING MODIFICATIONS OF ANY KIND. This means adding or removing any material from the wheel. You may remove the seam from the wheels.
10. **Axels** - The axels supplied with the kit must be used.
 - a. They may be polished and/or lubricated with a powder lubricant only.
 - b. No oil or spray or other lubricants will be allowed.
 - c. Wheel bearings, washers or bushings are prohibited.
 - d. The car must be freewheeling, with no starting devices. All wheels must spin freely, absolutely no locked wheels. The car must always have four wheels with at least three wheels fixed to the track.
 - e. The car must not ride on any type of springs.
11. **Loose Materials** - No loose material of any kind, such as lead shot, may be used.
12. **Hazardous Materials** - Do not use mercury for weight/ballast-this is a potential health hazard.

13. **Special Paint or Stickers** -Do not use glow in the dark or reflective paint or stickers, these interfere with the race timer. The new special paints sold in the Scout Shop have been tested and do not trip the race timer, so they are approved to use.
14. **After Registration** - After registration, only the Race Officials are allowed to handle the cars.
15. **Problems** - If problems occur such as:
 - a. If the car leaves the track
 - b. runs out of its lane
 - c. loses an axle or other part**Result** - If any car can be repaired quickly by the Race Officials, it can be run again.
16. **Interference** - If a car interferes with another car, it will be removed from the race and the heat will be run again.
17. **Rulings** - All rulings and judgments by the race officials are final.

- Each Car must pass inspection by the official inspection committee before it will be allowed to compete. Any car may be inspected by any committee member at any point during the race if it is deemed necessary.
- The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications; this will insure fair play amongst all participants.
- If your car in anyway does not pass inspections, you will have time before the race to modify it in order to pass.