

# 2011 OFFICIAL PINWOOD DERBY RULES

## The Rules – The simple version

1. Build your car using the materials and that come in the box.
2. The boys should build as much of the car as possible.
3. Do your best!
4. Have Fun! Be creative!

For those that need the fine print...

## ALL CARS MUST MEET THE FOLLOWING RULES AND SPECIFICATIONS (Please read carefully)

- **You must construct the car using the block, axles, and wheels that come in the Official Cub Scout Grand Prix Pinewood Derby kit.** Do not use parts from Michaels Arts and Craft Store, or any other kit or supplier that is not the official BSA kit. The wheels and axles sold at these other locations are not rules compliant and your car will not be allowed in the Scout race. **You must use the parts from the official kit.** If you need additional wheels or axles, you may purchase additional official kits at the Scout store in San Jose. I believe they are \$3.50.
- **NO AFTER-MARKET PARTS** – No "Official BSA", machine lathed wheels sets with matching titanium performance axles. If you want to race those in an Open Class race, that is fine. Leave them out of the Scout race. **For the Scout race USE WHAT COMES IN THE BOX.**
- Each participant may enter one (1) car. The car must be built for the current year of competition (after Sept, of 2010). Do not recycle your old cars for the Scout race. Re-using cars is OK in open class races.
- The cars must have a properly shaped front (nose) so as to rest against the starting pin. The race gate is a narrow metal pin. So a skinny pointy nose will not work in the start gate and the car may be disqualified. Make sure the nose is wide enough to sit against the start pin.
- Scouts should build the car as much as possible.
- HAVE FUN! There are a LOTS of web sites that will give you ideas and construction pointers.
- **Width** - overall width will **not exceed 2-3/4"**.
- **Length** – overall length will **not exceed 7"**. This means NO accessories, Legos, or other embellishments may make the car longer than 7" total!
- Wheel Base – The wheel base may be extended. But - No part of the wheels may extend past the front or rear edge of the car body, or exceed the 7" maximum length. So if you cut the car body down to 6", you still have to keep the wheels within that 6". You cannot have the wheels extend past either end of the car.
- Bottom Clearance – **Clearance between car and track will not be less than 3/8"**. This is **VERY** important. **If you attach weights to the underside of the car, it may not clear the center track ridge!**
- **Weight** – will **not exceed 5 ounces.**
- **Height** – will **not exceed 4"** so that it will clear the finish line.
- You may not change the wheel dimensions or shape. The wheel surface that contacts the track may not be rounded, cupped, pointed, concaved, grooved, etc. You may sand the tread or tire contact area of the wheel to smooth out the rough spots. There is a little bead along the outside rim. It must be fully intact and visible at check-in and inspection. The inside of the wheel may not be lathed, machined, reduced or altered in anyway other than rounding the hub.
- All 4 wheels must touch the track. (No lifting a wheel)
- Wheel bearings, washers, and bushings are prohibited.
- The car will not ride on springs of any type.

- Wheel covers or hub caps are prohibited, the head of the nail must be viewable for inspection.
- The axles (nails) may be polished and stamping imperfections removed.
- The recommended wheel and axle lubricant is dry, powdered graphite. Liquid lubricants are not permitted, and frankly a bad idea anyway.
- Details such as steering wheel, a driver, and decals are permissible as long as these details do not exceed the width, length, height, clearance, and weight specifications.
- All cars will be freewheeling with no starting devices or propulsion aids of any kind. (I.E. motors, rubber bands, impulse jets, ion drives, warp engines, etc.)
- Magnets and slip weights are prohibited (Kinetic "enhancers").
- **Anything attached to the car - must be securely attached to the car.** Anything that jiggles, wiggles, shakes, rattles, or moves (Other than the wheels on their axles) will not be permitted.
- Each car must pass an inspection by the official Inspection Committee before it may compete. The inspectors have the right to disqualify those cars that do not meet the specific rules or are in violation of the spirit or intent of the specifications outlined above. If a car does not pass inspection, the owner will be informed of the reason for failure and will be given a time within the official registration period to make adjustments.

**ALL DECISIONS BY THE RACE OFFICIALS ARE FINAL**

If you have additional questions or require clarification on any of the rules, please contact your Pinewood Derby Chairperson – Ray Dzek. ray@pack700.net.