

PINEWOOD DERBY

CAR SPECIFICATIONS

1. The car must be made from a Boy Scout of America Kit including the wheels and axles.
2. Width. The overall width of the car shall not exceed 2 ¾ inches.
3. Length. The overall length of the car shall not exceed 7 inches.
4. Weight. The weight of the car shall not exceed 5 ounces. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided any additional material is securely built into the body.
5. There must be at least 3/8 of an inch clearance under the car.
6. Wheel bearings, washers and bushings are prohibited.
7. Wheels can be sanded to remove injection mold spot only. The outside of the wheels can not be turned down. If the tread on the wheel is not visible, it must be replaced or the car will be disqualified.
8. Springing. The car shall not ride on any type of springs.
9. Attachments. The car must be freewheeling, with no starting devices.
10. Inspection. Each car must pass inspection by the official inspection committee before it will be allowed to compete. The inspectors have the right to disqualify those cars that do not meet these specifications.
11. Once inspected. Only the escort may handle his car. This included placing the car on the track, returning it to the pit area or doing any repairs if the car is damaged.

RACE RULES

1. The boys are put in groups by rank. Tigers, Wolves, Bears, Webelos I and Webelos II.
2. Each boy will race in each lane 1 time for a total of 4 heats.
3. Finishing position in each Den will be determined by the best place for the 4 heats within the Den. Certificates will be awarded to 1st, 2nd, and 3rd place.
4. Finishing position in each Rank will be determined by the best place of the 4 heats within the Rank. Medallions will be awarded to 1st, 2nd and 3rd place.
5. The winners of the Ranks will run 4 heats to determine overall finishing position. Trophies will be awarded to 1st, 2nd, 3rd and 4th place.
6. Cars that jump the track will have one chance to be repaired and run for time. If the car jumps the track a second time, the car will be given last place for that heat.
7. Each Rank's heats should take approximately 30 to 45 minutes.