

## 2017 Mercer Area District Pinewood Derby Rules and Regulations

1. Guidelines and Principles of the Pinewood Derby
  - a. The car must be made of materials from, and follow the rules within, the official Boy Scout Kit (Grand Prix Car Kit #17006) or the Beta Crafts Pinewood Car Kit. *Further clarification of the rules are in italic. Rules in BOLD are necessary additions to the rules in the original kit.*
  - b. **The car must not have been used in any previous Scouting Year's race(s).**
  - c. **Additional kits and/or body blocks, wheels, and/or axles are limited to official Replacements of the exact type included with the kit. Pre-Cut Blocks may be disqualified.**
  - d. A Pinewood Derby is a Cub Scout / Parent project.
  - e. Pinewood Cars should be built by the Scout in cooperation with adult guidance / assistance.
  
2. Each car must pass inspection by the official Inspection Committee before it may compete. If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure and will be given time within the official weigh-in period to make the adjustment. *(Scouts and/or Akelas may not use tools or create debris/dust of any kind inside the venue hosting the Derby.)* After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race. *The inspectors have the authority to disqualify those cars that do not meet these specifications.*  
The inspection points are as follows:
  - a. The width of the car shall not exceed 2.75 inches.
  - b. The length of the car shall not exceed 7 inches.
  - c. **The height of the car shall not exceed 5.5 inches (due to clearance under the timer).**
  - d. The weight of the car shall not exceed 5 ounces. *The lesser of the readings of the official race scale(s) shall be final.*
  - e. All cars must have 3/8" minimum clearance under the body.
  - f. All cars must have 1 3/4" minimum between the inside of the wheels.
  - g. **The track utilizes a "Pin-Style" starting gate so the front-center of the car must be wide enough to evenly rest on the starting pin (minimum 3/4" wide at the center of the car). The "Scoring Beam" is also centered so portions of the car that protrude in front of the pin will not affect the scoring of the race or give the car any advantage.**
  - h. Wheel bearings, washers, and bushings are prohibited.
  - i. The car shall not ride on any kind or type of springs.
  - j. Only official Cub Scout Grand Prix or Beta Crafts Pinewood Derby wheels and axles are permitted. *Modifications to the wheels and/or axles that are by the Scout and Akela are not prohibited in the rules as long as any technical assistance is fully explained to the Cub Scout so that he can use that knowledge on future projects.*
  - k. **Only dry lubricant is permitted. Lubricant must be applied prior to weigh in. No lubrication will be permitted after inspection.**
  - l. Details such as, *but not limited to*, steering wheel and driver are permissible as long as these details do not exceed the maximum length, width, **height**, and weight specifications.
  - m. The car must be freewheeling, with no starting devices.
  
3. Rules pertaining to commonly-used building techniques not covered in Official Rules above:
  - a. *There is no stipulation as to the required length of the wheelbase or placement of the axles of the Pinewood Car. However, be sure to note other rules such as car length, width, and clearances when cutting or drilling for axle nails.*
  - b. *There are no specific stipulations pertaining to preparation of the wheels and axles for the Pinewood Car listed in the rules in the box. However, the rules are VERY SPECIFIC that body blocks, wheels, and axles MUST BE of official Cub Scout Grand Prix or Beta Crafts Pinewood Derby brand and style. Non-compliant parts may disqualify the Pinewood Car from any/all awards. (Determination made solely by the Judge(s) before, during, or after the race occurs.)*

4. Check-In, Racing, and Scoring Procedures
  - a. **Check-in, weigh-in, and inspection will take place between 10am and noon on the morning of the race.** Cars that are not in line for the check-in process by noon will not be eligible for awards (although they may be placed in the remaining races once they have cleared inspection at the discretion of Race Judges.)
  - b. Once each car passes inspection by the official Inspection Committee, only Race Judges and officials will be allowed to handle the cars inside the racing area. All Scouts and spectators shall remain outside the racing area.
  - c. Once the races commence, all cars will be on display inside the barrier and/or on car trays.
  - d. The race will consist of 8 heats for each car - once in each lane. **Cars must remain for all heats.**
  - e. The computer will determine the heat schedule.
  - f. The electronic timer on the track will select the order of finish.
  - g. A “clean” race is one in which all cars start evenly and each car stays on the track for the length of the track and does not impede the operation of another car.
  - h. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, fails to cross the finish line or has any other problem as determined by the Race Judge, affected cars will be rerun on the same lane prior to the completion of the scoring at a time designated by the Race Judge.
  - i. If the same car causes trouble on the second run, the car will not be run a third time. If on any run, another car is interfered with, that car will be able to run again as well.
  - j. If a Scout notifies the race official that he feels that his car has suffered from a mechanical problem, the participant may have up to five (5) minutes to repair the car at the discretion of the race official. **No additional lubricant may be added during the repair process.** Any non-conforming modifications or additional lubricating may result in the immediate disqualification of the car.
  - k. Speed awards will be given to the first, second, third, fourth, and fifth place winners overall. Of those Scouts that do not win one of these five awards, then first, second, and third place winners for each Scout rank will also be awarded. Additional Awards may be added based upon the quantity of participants.
  - l. A Scout’s maximum award eligibility will include only one speed award and/or one design award (if there are design awards). The race official or committee will determine the highest achieved award and any other award will pass to the next qualified Scout for that award.
  - m. Time permitting, winning Scouts may be asked to briefly explain what techniques they used to build a winning Pinewood Car. All participants should assure that the Pinewood Derby is a learning opportunity for the Scouts.
  
5. Additional Race Day and Venue Rules
  - a. **As this event is a public representation of the Boy Scouts of America, our Council, our District, our Charters, and our Packs, all participating Scouts and Adult Scouters should be in FULL "CLASS A" UNIFORM. Race Judges shall determine compliance with this stipulation.**
  - b. Please remember that the annual presentation of the Pinewood Derby at the host venue is a COMPLIMENTARY PRIVILEGE at the discretion of our host. Akelas (Parents, Adults, etc.) need to maintain appropriate control of their Scout(s) while participating.
  - c. All participants and spectators shall practice “Leave No Trace” and pick up after themselves utilizing proper waste and recycling receptacles.
  - d. Rules may be clarified, changed, added to, or deleted if deemed necessary by the race official.

**In the interest of fairness to all participants, any parent, adult, or scout who ignores or disobeys the Pinewood Derby rules set forth above or disobeys appropriate Scouting behavior may be disqualified. Please remember that the purpose of the Pinewood Derby is to have each Scout enjoy the process of designing and making his car with the help and assistance of his parent/guardian.**