

Buckskin Council Pinewood Derby Rules

Car Specifications

1. Physical Dimensions

- Width - 2 3/4 inches
- Length - Not over 7 inches
- Weight - Not over 5.000 ounces
- Bottom Clearance - at least 3/8 inches between car and track
- Car height must not exceed the height of any detectors that cross above the track at the finish line

2. All cars raced must be built for use this year.

3. Cars must be built only from materials obtained from official Boy Scouts of America Pinewood Derby kits. Available only thru the Council Office or BSA Distributor.

4. Specifically prohibited

- No springs
- No magnets
- **Wheels cannot be modified in any way**
- No wet paint on cars
- No wet lubricants
- No starting devices - car must be free wheeling
- No wheel bearings, washers, covers, or bushings
- No paint on wheels
- No one piece axles
- No silicon spray
- No axles other than what is supplied with the official kit
- No wheels other than what is supplied with the official kit

5. Details are allowed, but car must meet the physical dimensions, and details must be permanently attached.

6. Axle grooves may be re-cut, and wheel base modified, but car must meet all physical specifications.

7. No loose materials of any kind are allowed on or in the car.

8. The front edge of the car must be behind the starting peg. (So that 100% of the car is behind the starting peg).

9. Dry powder graphite and dry powder Teflon are the only lubricants to be used.

10. Burrs can be removed from the axle, and axle polished, but no other modification is allowed.

11. Structural strength is gained only from the wood body. No metal frames or metal axle supports are permitted.

12. Body design can be enhanced by adding wood and wood filler or by adding plastic or metal decorations from any source.

13. At least 3 wheels must touch the ground at all times.

Ground rules

1. Scouts eligible to race at council level are:
 - (a) first place winners at the pack level
 - (b) 1st, 2nd, and 3rd place winner at the district level.
 2. Judges will determine the 1st, 2nd and 3rd place finishers in each race.
 3. All decisions by race officials and judges are final and not subject to appeal.
 4. 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 the failure, and will be given time within the official weigh-in time period to make adjustments.
 5. There will be at least two judges at the finish line, which will determine the first, second and third place finishers. The judges may or may not decide to use the electronic finisher for confirmation or to resolve finishes too close to call. If judges disagree about first, second or third places, they can decide to re-run the race.
 6. Any participant (including parents of participants) may appeal to the Race Committee for an interpretation of these rules. By a majority vote, the Race committee will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairperson shall be final.
 7. Heats may be re-run at the discretion of the race officials (i.e. fouled track, broken car, etc.).
 8. After final approval, cars will be re-inspected if they are damaged in handling or in a race.
 9. If a car is damaged, the owner will be allowed 5 minutes to make repairs, See rule #8.
 10. Good Sportsmanship will be observed by all Cub Scouts during the Derby! Cars will be disqualified if the Scout or his parents display unsportsmanlike conduct on the race site.
 11. If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically place last in that race.
 12. Each Scout may enter only one car in the competition. Several cars may be constructed, but only one may be registered and raced.
 13. Only race officials and Scouts participating in the current race may enter the track area. This rule will be strictly enforced.
 14. Each participant will race his car on the day of the Pinewood Derby. No proxy drivers allowed.
 15. Any racer that re-lubricates his car, adds weight to his car or otherwise alters his car during the race will immediately be disqualified.
 16. Cars cannot be modified or lubricated after impoundment.
 17. From impoundment until the finish of the race, only the owner of the car can handle it.
 18. Weight may be subtracted at weigh-in, but no weight can be added.
 19. Each car will be issued a number at registration time.
 20. After registration, a car will be inspected for rules compliance.
 21. After rules compliance is met, the car will be impounded by the racing committee.
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