



Pack 418 Pinewood Derby Rules

ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE

Following are the inspection points

1. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
2. The overall length of the car shall not exceed 7 inches.
3. The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches.
4. The car must have 1 $\frac{3}{4}$ " clearance between the wheels.
5. The car must have $\frac{3}{8}$ " clearance underneath the body.
6. The wood provided in the kit must be used. The block may be shaped any way that is desired.
7. The wheels supplied with the kit must be used. The wheels may not be cut, drilled, beveled or rounded. You may remove the seam from the wheels.
8. The axles supplied with the kit must be used. They may be polished or lubricated.
9. Wheel bearings, washers or bushings are prohibited.
10. The car must not ride on any type of springs.
11. The car must be freewheeling, with no starting devices.
12. No loose material of any kind, such as lead shot, may be used.

Each car must pass inspection by the official inspection committee before it will be allowed to compete. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications.

Additional Race rules are as follows:

- The car body may have no moving parts.
- If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
- If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation, the track chairman may order the race to be rerun after the track is repaired.
- If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
- If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.
- Construction of ALL entries MUST have begun AFTER last year's races.
- Only one car may be registered by any person in the Pinewood Derby.
- Only dry lubricants such as graphite or powdered teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track.
- Only one lubrication is allowed before the beginning of the first race and then once again before the beginning of the first race of the semi-finals and finals.
- Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications



Pack 418 Pinewood Derby Procedures

Listed below are the race day procedures for upcoming event:

Arrival at the Derby:

As each scout arrives, please take your car to the Weigh In Station.

1. Weigh In Station

Each car cannot weigh more than 5oz. (If your car needs repairs go to the repair station)
After you have completed this station go to the sign in station.

2. Sign In Station

At this station your car will be processed for the race. You will be given a score card to track your racing results. Please keep your scorecard until the race. Your car will go on display until the race. At this time please join the other scouts until the meeting begins.

3. Gathering Activity

Please remember that other cubs are trying to get checked in and registered. Please locate the gathering activity to participate in so we may keep the race organized and start racing as soon as possible!

The Pinewood Derby Race

The race will consist of 6 races per person. Each scout will race on each of the six lanes. At the beginning of the race, the Cub Scouts will get in line for the track they wish to race on.

At the end of each race, the score keeper will score the race and assign the points to each scout. This is the numbering system:

First	1 points
Second	2 points
Third	3 points

After each race, the scout will move to a new track lane and race again until all lane scores on their card are full.

After each scout has raced six times, the score cards will be tabulated by den. The scout with the lowest score from each den will be racing in the championship round representing their den for the Pack Trophy. In the event of a tie, a race off will be conducted. The winner from this heat will win the grand prize trophy.

Good Luck and have fun!!

P.S. Open Racing for everyone (including siblings) will be held after all races have been completed.