

# 2009 Cape Fear District Pinewood Derby Rules



*"It's just a racing thing..."*

1. Derby car must be built using the Official Grand Prix Pinewood Derby Kit from BSA.
2. All rules included in the Pinewood Derby kit will apply.
3. The car must not weight over 5oz.
4. Width 2  $\frac{3}{4}$  in.
5. Length 7 in.
6. Bottom clearance between car and track  $\frac{3}{8}$  in.
7. Wheel bearings, washers, and bushings are prohibited. The car should not ride on springs.
8. Only official C.S. Grand Prix Pinewood Derby wheels and axel are permitted.
9. Only dry lubricant is permitted.
10. The car must be free-wheeling, with no starting devices.
11. Each car must pass inspection by the official inspection committee before it is allowed to race.
12. If car does not pass inspection, the owner will be informed of the reason and will be given time within the official weigh-in time period to make the adjustment.
13. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.
14. Each pack can enter only one car per den; this includes Tiger, Wolf, Bear, Webelos I, and Webelos II. This would be the first place winner within your Pack. If the first place is a no show or does not pass inspection, the second place winner can enter if their car passes inspection.
15. Each pack will be allowed to enter two cars for show. These cars will not be inspected.
16. No scout will be allowed to race and show. The scout will have to choose if their car is the winner of both in their pack.
17. The speed competition will be timed. Each scout will only race once on each heat. (This is not double elimination.) To equalize differences among track lanes, each cub will race equal amount of times in each lane. (Scouts are basically racing against the clock. The timer is accurate and displays the time as second to thousands of a second. (Example 3.758 sec.)
18. Only Pinewood Derby officials and scouts participating in the current race may enter the track area.
19. Each heat will be announced. Drivers will retrieve their cars from the holding area, report to the starting line and place their cars on the designated track. The starter will start the race.
20. The car whose nose is over the finish line first is the winner for that race.
21. The drivers will then report to the finish line to retrieve their cars and return the cars to the holding area.
22. If a car leaves the track, runs out of its lane, or interferes with another car, that car will automatically lose that race.
23. The only repair that will be allowed during the District Derby is for a wheel and axle that has come off of the car. Only the driver will make the repair by hand. Glue can be used to make the repair. The driver's parent or Race Official may verbally help.
24. The Pinewood Derby Committee will handle any questions of the rules or problems that may arise during the event and their decisions will be final.
25. Absolutely no drinks or food is allowed in the museum.
26. No running will be allowed. This includes racers or spectators. A warning will be given, after that the cub will be asked to leave.
27. No extended wheelbase. Pre-drilled wheelbase must be used.