

Seven Bridges District Pintwood Derby

2024 Official Rules

Overview

The Pinewood Derby is among the most cherished of all Scout memories. Why can't adults have fun and race too? Now you can at the Pintwood Derby! We want all the racers to have an equal chance to build a winning car. The Traditional Race will closely follow the rules that are used in a normal Pinewood Derby. The Outlaw Race will have very minimal rules for you to "think outside the box" with your car build. Please read the rules fully PRIOR to building your car, as these rules may change your build. **All participants must be 21 years of age or older.**

Race Operation Rules

- These rules will control the Seven Bridges District Pintwood competition.
- All racers must check-in at the designated time.
- Once the race begins, late arrivals will not be permitted to race.
- Race officials MUST inspect each car for compliance with these rules. As a matter of fairness to other participants, race officials SHALL disqualify any car that contains any material deviation from these rules. Where any car is disqualified, the owner will be advised of the basis for the disqualification and provided with an opportunity (and a period of not more than 10 minutes) to make the car conform to the rules.
- Prior to inspection, racers may lubricate axels and adjust weight and wheel balance.
- If a car is overweight, the racer must reduce the car's weight to meet the rules.
- Lubrication may be added before the car enters the impound area, but not after. Anyone found adding lubrication against or after they have been instructed not to, will be disqualified. Ignorance of the rules, like ignorance of the law, is no excuse.
- Once a car has been accepted by the race committee, the car will not be subject to repeated "re-inspections" by the race committee or others. The time for careful inspection is before registering a car, not during racing.
- Any participant and their car may be disqualified by the race committee for un-sportsman-like conduct or conduct unbecoming. This includes the improper handling of another person's car without permission.
- In the event that a car interferes with another car or jumps the track before the timer, the heat will be run again once. If a car interferes with another car or jumps the track a second time before the timer, that car is disqualified.
- If a car suffers a mechanical problem (loses a wheel or axle, etc.) that can be repaired in less than 5 minutes, the owner will be given a period of up to 5 minutes to repair the car and the heat will be run again. No lubricant may be added. Only the racers may work on their car. If the car cannot be repaired within 5 minutes, the broken car will be disqualified.
- An electronic timer will determine the winner of each heat in the competition with one human judge. The human judge will call the winner according to the electronic timer, and then reset the timer. The judges' decision is final.
- All races will be double elimination, and all racers must lose twice to become eliminated.

Traditional Race Rules

General Requirements of Car Design

- The car must be built during the year of the race. No "oldies but goodies", please, and no using wheels, axles, etc. from other years.
- The car must be built from an "Official Cub Scout Pinewood Derby Car" part including the accessories that can be purchased at the Susquehanna Council Scout Shop or online from scoutshop.org. No car bodies, wheels, or axles from any non-BSA Official source. You may add fenders, weights, small people, or other decorations from other sources, so long as the car meets dimension requirements, and these additions are not loose. Paint must be dry, and no object may be loosely secured to the car.
- The car's weight may not exceed 5 ounces. The weight and electronic scale used by the race committee will govern. The car may be hollowed out and built up to a maximum weight by the addition of wood or metal only, provided that it is built securely in the body. Mercury is prohibited as a weight (health hazard).
- Please do not use reflective tape or reflective paint as it interferes with track sensors.

Wheels and Axles

- Cars may contain only wheels and axles from any "Official Cub Scout Pinewood Derby Car" part. No use of wheels and axles from other sources or from other race years will be permitted.
- No use of any propulsion method or starting device on any description will be permitted. No use of springs, wheel bearings, washers, bushings, hubcaps, adhesive tapes, etc. The car must sit flat on a surface and may roll only on the axles and wheels provided in the kit. No starting devices are allowed.
- All four wheels **MUST** touch the ground. No two- or three-wheel contact race cars are allowed.
- Axles may be polished. They may **NOT** be intentionally bent.

Lubrication

- Any and all dry lubricants are permitted but must be applied before the car is impounded. No liquid lubricants are allowed.
- Anyone possessing or found using lubricants after a car is impounded will be disqualified immediately.

Dimensions

- Overall width (with wheels and axles) may not exceed ($2\frac{3}{4}$) two- and three-quarter inches.
- Overall length may not exceed (7") seven inches.
- Overall height may not exceed (3") three inches.
- Overall length and width will be checked at the race with the cars fitting into a dimensional checking box.
- Wheelbase (distance between axles) may not be modified from the kit body distance of four and three quarter ($4\frac{3}{4}$) inches. Axle locations may not be changed from the location slots on the kit block of wood.
- Car must have sufficient underbody clearance to clear the track, (a track clearance minimum of three eighths of an inch. ($3/8$)).
- The car must have sufficient clearance between the wheels to clear the track guide strip.
- The race car must have a solid front end, with no slope, notch, channel or point that would give it an unfair advantage at the starting line. The fronts of all cars must be sufficiently wide so as to be placed evenly on the starting bolt.

Outlaw Race Rules

The Official Pinewood Derby Kit supplied by the Boy Scouts of America must be used. Cars must be freewheeling with no starting devices. Designs may have added fenders, weights, small people, or other decorations from other sources, as long as the car meets dimension requirements, and these additions are firmly attached. Each car must pass an inspection for compliance prior to the race and may be disqualified any time during or after the race if the officials deem it unacceptable – using unofficial materials or designs.

Car Specifications:

- Width: Shall not exceed 2-3/4 inches
- Length: Shall not exceed 7 inches
- Height: Shall not exceed 4 inches
- Weight: Shall not exceed 5 ounces
- Wheelbase: Shall not exceed 4-3/8 inches
- Bottom Clearance: Minimum 3/8 inches between track and car
- Wheel Spacing: Minimum 1-3/4 inches between wheels
- Car must have sufficient clearance between the wheels to clear the track guide strip.
- The race car must have a solid front end, with no slope, notch, channel or point that would give it an unfair advantage at the starting line. The fronts of all cars must be sufficiently wide so as to be placed evenly on the starting bolt.