



Arrowhead District Pinewood Derby Rules



Conduct

- **Good Sportsmanship is required at all times.**
- Unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.
- Any participant (including the parent of the participant) has the right to appeal to the Race Committee for an interpretation of these rules. The Race Committee will be the final judge of these rules.
- Situations not covered by these rules will be resolved by the Race Committee. This decision is considered final.

Construction

- Cars must have been made for the Pack Pinewood Derby held in the current Scouting year.
- Only the official Cub Scout grand prix pinewood derby kit (17006) can be used. Decorations on the car are also allowed (e.g., Lego mini-figs, electronic lights, etc). These decorations cannot be used to accelerate the vehicle in any way.
- Maximum overall width (including wheels, axles and details) shall not exceed 2 ¾ inches.
- Minimum width between wheels shall not be less than 1 ¾ inches.
- Minimum clearance between the bottom of the car and the bottom of the wheels shall be greater than 3/8 inch.
- Maximum length shall not exceed 7 inches, including all added trim and accessories.
- Maximum height shall not exceed 4 inches including all added trim and accessories.
- **Weight shall not exceed 5 oz.**
- The wheelbase (distance between front and rear axles) may not be changed from the official kit (17006).
- Only the official scout grand prix wheels and axles can be used. Different color wheels can be purchased and used, but they must be official BSA grand prix wheels.
- The official kit axle slots must be used when mounting the axles and wheels.
- All four wheels shall be used and all four wheels must touch the track.
- Wheels cannot be modified except to remove imperfections but may not be reshaped or shaved.
- Axles cannot be modified except to remove imperfections. Polishing will be allowed.
- Only dry powdered lubricants, such as graphite, may be used. Absolutely no oils or sprays will be allowed. Once racing has started, additional lubricant CANNOT be applied.
- All cars must have at least ½" flat center nose to sit in the starting gate properly. No points or gaps are allowed.

- All cars will be freewheeling with no starting devices. Magnets and slip weights are prohibited.
- All weights and accessories must be securely attached to the car.

Inspection

- Each car must pass inspection by the official inspection team before it may compete. The inspection team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the cars to meet these rules.
- After successful inspection, cars will be impounded in a controlled area until after they have completed all races.

District Qualification

- The race is open to five racers from each chartered Cub Scout Pack in the Arrowhead District. It is the responsibility of each Pack to select their participants.
- It is **STRONGLY RECOMMENDED** that participating Pinewood Derby Cars be impounded by the participating Pack until arrival at the Arrowhead District Pinewood Derby. Protecting the cars will prevent unnecessary breakage and modification before the District race.

Race

- The winners will be determined by fastest total time after all racing heats are completed.
- If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time it will automatically lose the heat.
- If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- If a car suffers a mechanical problem (loses an axle, breaks a wheel, etc.) and a repair can be accomplished in a reasonable time (less than 5 minutes), the heat will be run again. If not, the car will automatically lose the heat.
- The winner of each heat will be determined by an automatic mechanism at the finish line. If the finish line mechanism fails, the heat will be run again.
- Only race officials and assistants will be permitted inside marked track areas.