

## 2012 Oconee District Pinewood Derby Rules

### Construction Specifications:

1. Axles, wheels, and body wood must be from the **Official BSA Pinewood Derby Kit** or the **Official Pinewood Derby Wheels and Axles** kit (colored wheels). Kits purchased at hobby shops or internet sites are not the same as the BSA kit and will not be allowed.
2. The width of the car will not exceed **2 ¾"**. The length of the car will not exceed **7"**. Any details added must keep the car within the length, width and weight limits. Width and length will be checked using a template.
3. Wheelbase measures **4 ¼"** (the distance between the axles). Location of the axles cannot be altered. Axle location will be checked using a box template.
4. The clearance beneath the car should be a minimum of **3/8"**. Less than this and the car will drag on the center strip of the track.
5. The weight of the car will not exceed **5 ounces or 141.75 grams** as measured with official scales, set with an official weight, as provided for the District Derby.
6. Wheel bearings, washers, bushings and springs are prohibited on the wheels or axles.
7. The car must be freewheeling with no starting devices.
8. Wheels and axles can be sanded for smoothness **only by hand**. Wheels **cannot be altered** in any way (width or shape). If there is a problem with your wheels you should purchase a new set instead of trying to alter them. **Axles and wheels may not be sanded using any form of an electrical or battery operated device.**
9. No oil or other liquid lubricant may be used. Axles may be lubricated with a powdered lubricant such as graphite.
10. No loose materials of any kind are allowed in or on the car. Weights must be firmly attached. **If weights or any other item falls off of the car, including wheels, the car must continue to race without that item.**

### Racing Regulations:

1. The Cub Scout's name, year and Pack number must be on the bottom of the car. Only cars made for the **2012 Pinewood Derby will be allowed to race**. Previous year's entries will not be allowed.
2. Scouts must sign in at the door with their name, rank and Pack number and pay an **entry fee of \$5.00** to race.
3. If the car fails any of the above checks, it will be returned to the Cub Scout for repair and he must go through the inspection process again.
4. When the car has passed inspection it will be placed on the impound table. **No one will be allowed to handle a car until it is called to race, and then, only the Cub Scout will be allowed to handle his car.**
5. Scouts must race their own car. Another person or Scout cannot race a car for a boy who is sick, out of town, etc.
6. The race will be double elimination. Scouts must place their car on the impound table following their race.
7. Cars must maintain lane integrity. If a car jumps out of its lane prior to crossing the finish line and interferes with the progress of the other car, the offending car will lose that heat. If a car jumps the lane but does not interfere with the other car the heat stands as run.
8. Trophies will be given for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places in each rank – Tiger Cubs, Wolves, Bears, Webelos I, and Webelos II.
9. Scouts and Scouters are encouraged to wear their uniform.