

# Pack 1680 Pinewood Derby 2003 Rules

All Entries must be constructed from the Official Pinewood Derby Car Kit provided.

## I. Length, Width & Clearance

- 1) **Maximum overall width (including wheels and axles) shall not exceed 2-3/4 " .**
- 2) **Minimum width between wheels shall be 1-3/4" so the car will clear the center guide strip.**
- 3) Minimum clearance between the bottom of the car and track shall be 3/8" so the car will clear the center guide strip.
- 4) **Maximum length shall not exceed 7" .**
- 5) **The wheelbase (distance between front and rear axles) may not be changed from the kit body distance (about 4-1/4").**
- 6) There is no height limit, but is generally kept as low as possible for good aerodynamics.

## II. Weight and Appearance

- 1) **Weight shall not exceed 5 ounces (141.75 grams). The readings of the official race scale will be considered final.**
- 2) Mercury shall not be used for adding weight.
- 3) Details such as adding steering wheel, driver, spoiler, decals, painting, and interior details are permissible as long as these details do not exceed the maximum length, width and weight specifications.

## III. Wheels and Axles

- 1) **Only the Official Scout Grand Prix wheels and axles can be used.**
- 2) **Axles must be visible for the Race Officials to inspect.**
- 3) The tread of the wheel must remain a flat surface that is parallel to the axle. Lightly sanding and/or polishing the tread of the wheel to remove burs is allowed.
- 4) Material may not be removed or added to the wheels.
- 5) Underside of the axle head may be ground or re-shaped to remove burs. Simple polishing of the axle is allowed.
- 6) The axle hubs shall be visible for inspection during registration (i.e. no hubcaps). Wheel bearings, washers, spacers or bushing are prohibited.
- 7) The car shall not ride on any type of springs.
- 8) The car must be free-wheeling with no starting device or other propulsion.

## IV. Lubrication

- 1) **Only dry powdered or emulsion based lubricants (such as graphite) may be used.** Regular oils and silicone may soften the plastic wheels and damage the track.
- 2) Cars may be lubricated before Check-In.

## V. Ground Rules

- 1) The race is open to all registered Tiger, Wolf, Bear and Webelos Scouts.
- 2) Only Race Officials will be permitted to handle the cars after Check-In.
- 3) **Cars must have been made for this race. Cars made for a previous derby are not permitted.**

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- 4) The front end of the car must be fully behind the starting line at the start of the race (no indentions in the front bumper area).
- 5) The 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place winners of each Cub Scout Rank will compete for overall rank awards.
- 6) 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.
- 7) If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- 8) If a car suffers a mechanical problem, loses an axle, breaks a wheel, etc., and a repair can be made in a reasonable time, the heat will be run again. If not, the car will automatically lose the heat. Note: Repairs will only be made by the Race Officials)
- 9) Only race officials will be permitted into the registration and track area. This rule will be strictly enforced.

### VI. Inspection and Disputes

- 1) **Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the obligation to disqualify those cars which do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet the rules. If the car can not be modified to meet the rules, at the discretion of the Race Committee, the car may be allowed to run for time only. No prizes will be awarded.**
- 2) Any participant (including the parent of the participant) has the right to appeal disqualification to the Race Committee. The Race Committee, by majority vote, will be the final judge of these rules. In case of a tie vote, the decision of the race Committee Chairman will be final.
- 3) Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the race area.