



Cub Scout Pack 47

2015 Pinewood Derby Rules

ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE

Each car must pass inspection by the official inspection committee before it will be allowed to compete. If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make the adjustment. After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.

Inspection points:

1. **Weight:** 5.0 ounces maximum. The official race scale shall be considered final.
2. **Overall Length:** 7" maximum.
3. **Overall Width:** 2 ¾" maximum (including wheels and axles).
4. **Width between Wheels:** 1 ¾" minimum.
5. **Clearance:** 3/8" minimum (bottom clearance between car and track).
6. **Wheels & Axles:** *Official Cub Scout Grand Prix Pinewood Derby wheels and axles only.* These are supplied in the kit. You may not change the wheel dimensions. Wheel profile may not be rounded, pointed, concaved, shaved or otherwise modified. You may, however, smooth wheel surfaces.
7. **Lubrication:** Dry lubricant only.
8. **Wheelbase:** 4 3/8" (center to center distance between the front and rear axles)
9. **Misc:**
 - a. Wheel bearings, washers, and bushings are prohibited.
 - b. The car shall not ride on springs.
 - c. Details such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width and weight specifications.
 - d. The car must be free-wheeling, with no starting devices.

Rules:

1. All cars must be newly built for and not run in a previous years' Pinewood Derby.
2. Only one car may be registered by any person in the Pinewood Derby.
3. If a problem occurs that indicates that the track may be to blame then it is the sole discretion of the Race Chairman to inspect the track, have it repaired as needed, and possibly order the race to be rerun.
4. If a car leaves its lane without interfering with another car then its race time will be 10 seconds.
5. If a car leaves its lane and interferes with another car then the race is to be rerun. If the problem occurs again then the race is to be rerun without the offending car. The race time for the offending car will be 10 seconds.
6. If all cars stay in their lanes, but no car reaches the finish line then the race time for each of the cars will be 10 seconds.

Race Format:

1. After passing inspection, each car is assigned a number.
2. Cars of scouts within the same rank will race each other. Placement for awards will also be by rank.
3. Each car will race in 4 qualifying heats. Once in each of the track's 4 lanes. The sum of the 4 race times will determine placement for the finals.
4. The 4 fastest cars will race in another 4 final heats. Once in each of the track's 4 lanes. The sum of the 4 race times will determine placement for awards.
5. The overall fastest cars in the pack, regardless of rank, will be allowed to compete at the district race. Time is based on the sum of the qualifying race times.

Note: Only Race Officials are allowed in the track area.

The most important rule is to HAVE FUN in an environment that promotes good sportsmanship, craftsmanship, engineering, friendship, family, and safety. This is a parent - son project. The scouts can have and will need help and supervision. Safety around power tools is paramount. Please contact the Pinewood Committee Chairman (Matthew Semsel - mjsemsel2@verizon.net) with any questions, comments or concerns.