

## PINEWOOD DERBY RACE RULES – TEQUESTA DISTRICT



### STATEMENT REGARDING SPIRIT OF PINEWOOD DERBY RACE

The goals of Cub Scouting are not often extended to include competition or competitive sports, though the goals of character development, sportsmanship and fitness, and respectful relationships can easily be seen to give a special perspective on our very competitive world.

Given that competitive events like the pinewood derby can raise emotional levels beyond what is appropriate, we must bear in mind the Scouting goals the pinewood derby helps a Scout achieve:

- **Sportsmanship and good citizenship** is taught by following the derby rules and cheering on friends and den partners as they race against others in the pack.
- **Personal achievement** comes to any boy who picks up a woodworking tool and shapes raw wood into a sleek design. And, by learning woodworking, he prepares himself to more easily serve in the Boy Scouting's service projects.
- **Family understanding** is enhanced because building a pinewood derby car puts the boy and his mom, dad, or other adult partner into a close and sometimes intense learning experience over, potentially, many hours.

It is very clear that any boy who can cheer on a friend in a derby race, when his own car has been previously eliminated, must be said to have had his character developed, if not his car-building skills. But finally, participating in the derby is fun.

Adults and scouts who, in the sole discretion of the organizing committee, violate the spirit of Scouting will be asked to leave the event.

Please practice the Scouting premise of honesty and good sportsmanship. Scouts are to be significantly involved in the creation of their cars.

Decisions of the Pinewood Derby Committee are FINAL!

## **CAR SPECIFICATIONS REQUIRED TO PASS INSPECTION DURING REGISTRATION**

1. Winners from previous year's Pinewood Derby may not race with the winning car under any conditions.
2. We strongly encourage ALL RACERS to build a new car for this Pinewood Derby season. The Pinewood Derby activity is in part designed to facilitate a scout creating a car each year. The scout should start from scratch each year. We discourage racers from entering cars used in last year's Pinewood Derby, even those that underwent significant modifications.
3. The car weight shall not exceed 5.0 ounces.
4. The overall length of the car shall not exceed 7 inches.
5. The overall width of the car shall not exceed 2  $\frac{3}{4}$  inches. The car must fit on track without causing any damage to either the track or other cars.
6. The maximum height of the car cannot exceed 5 inches, to ensure it can pass under the finish gate.
7. The car must have 1  $\frac{3}{4}$  inches clearance between the wheels.
8. Distance between front and rear axles (wheelbase) shall not exceed four-and-a-half inches
9. The car must have  $\frac{3}{8}$  of an inch clearance underneath the body.
10. Axles, wheels, and body shall be from materials provided in the official Scout Car Kit
11. The wood provided in the kit must be used. The block may be shaped any way that is desired.
12. The wheels supplied with the kit must be used. The wheels may not be cut, drilled, beveled or rounded. Modified wheels are prohibited, including shaving or removing material other than burrs.
13. Wheels must be at 90 degrees, or at a right angle, to the axle.
14. All four wheels must rest equally on both the surface used during inspection and the starting point on the racetrack.
15. The front most and rear most wheels must be positioned across the body from one another.
16. The axles supplied with the kit must be used. The axles should not be mounted at an angle or deliberately bent in order to tip any of the wheel treads to an angle.
17. Wheel bearings, washers or bushings are prohibited.
18. No lubrication oil may be used. Axles may be lubricated with powdered graphite or silicone only.
19. No graphite or any testing can be done Saturday at all. Once the cars are checked in Saturday morning, the only time the boys will have them is while racing.
20. The car shall not ride on any type of spring.
21. The car must be freewheeling, with no starting devices.

22. No loose materials of any kind are allowed on the car.

## **Pinewood Derby Racing Rules**

1. All cars must have the scout's name on the bottom of the car.
2. Racers must check in their cars during one of the two registration windows (either Friday or Saturday) specified in the flyer on the Tequesta District website.
3. Racers can enter one car only for the race.
4. Once the car has been turned in, it will not be returned until after race.
5. Scouts will place their own car on the track. Only scouts currently racing are allowed inside the racecourse.
6. No work may be performed on the car once the races start, unless an unforeseen event occurs, such as wheels or weights falling off the car. In such an event, the car may be returned to pre-race condition, but cannot be changed in any way.
7. If a car jumps off the track or jumps to a different lane, the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.