

OFFICIAL PINEWOOD DERBY RULES TENDROY DISTRICT RUN-OFF

1. Racers must arrive **30 minutes early** to their assigned zone's racing time for inspection of their cars.
2. Packs may send **ALL interested cub scouts** to the district run-off.
3. Cub scouts are encouraged to wear their uniform.
4. All cars must be inspected before competing. A car may be disqualified if it cannot meet the rules for the Tendroy District Run-Off.
5. Two wolf, two bear, and two webelos will advance each hour to the Finals. Once a car qualifies for the Finals, the car will be impounded and returned to the racer at the Finals.
6. Racers will be allowed to re-graphite their cars before the start of the Finals but not between races.

Disputes & misc.

1. Heats may be re-run at the discretion of racing officials.
2. Unsportsmanlike conduct by a racer or any member of their support group may be grounds for expulsion and disqualification from the run-off.
3. **Upon discovery**, a car may be disqualified if it does not conform to the rules, even if it was initially passed by the inspection team.
4. Cub scouts will compete in the same division, at the district run-off, as they participated in during their pack pinewood derby races.
5. Cars must be built in the same year as the district run-off. Past cars built by siblings or by other people are not allowed (**Honor System**).
6. Participants must be present to race their cars.
7. Racers must adhere to the Official Pinewood Derby rules for the Tendroy District Run-off regardless of the rules their individual packs followed. The Tendroy District does not dictate the rules utilized by individual packs however we do encourage packs to use the Tendroy District rules so the cars do not have to be modified for the run-off.

Please read these rules carefully especially those regarding the wheels and axles.

Length, Width, Clearance, & Weight

1. The overall car length may not exceed 7". The wooden block in the Grand Prix Pinewood Derby Kit does not have to be used.

2. The maximum car width, or width between the wheels, shall not exceed 2 $\frac{3}{4}$ ". The minimum car width shall not be less than 1 $\frac{3}{4}$ " so that the car will clear the center guide strip on the track.
3. The overall car height may not exceed 3". This prevents tall cars from crashing into the electronic lane judge at the end of the track. Cars need to have at least $\frac{3}{8}$ " undercarriage clearance to clear the track.
4. The total weight of the car shall not exceed **5 ounces**. This will be verified by calibrated scales at the Run-Off and is considered final. Mercury may not be used for weight or for construction purposes as it is a potential health hazard.

Wheels & Wheel base

1. Only **Official BSA wheels** are permitted. **ALL** wheel lettering on **both** the **inside** and **outside** of the wheels must remain intact and clearly visible to the inspectors. 4 wheels must be used however not all 4 wheels have to touch the track.
2. Ready-made modified speed wheels, like those purchased at hobby stores or on the internet, are allowed as long as they are **Official BSA wheels** and as long as the **BSA** wheel lettering remains intact.
3. It is permitted to relocate the 2 pre-cut axle slots or to drill new axle locations.
4. Alterations to the shape or performance of the wheel or the cylindrical inner wall of the wheel, which contacts the nail axle, will be permitted providing **Official BSA wheels** are utilized.

Axles or "Nails"

1. Only the metal nail type axles are allowed. Speed axles, like solid full length axles, are **illegal**.
2. Wheel bearings, washers, bushings, suspensions, springs, and metal axles supports are **NOT** allowed.
3. Hubcaps are permitted providing the tip of the nail axle is still visible underneath the car. This will require cutting a small window in the bottom of the car over the tip of the nail which will allow for inspection of the axle. All **BSA** wheel lettering must remain visible for inspection when using hubcaps.
4. The nail axle may be altered to improve the performance of the car. Alterations to the nail axle may include; polishing, removing burrs & flashing, reducing the diameter, and grooving. The shape of the nail head may also be modified.

Lubrication & misc.

1. **ONLY** dry powdered graphite may be used. Oils, silicone sprays, or other wet lubricants are **NOT** permitted.

2. Racers may **NOT** graphite their cars between races.
3. Cars must be freewheeling and must not contain any type of auxiliary propulsion or starting device. All jets, rubber bands, magnets, adhesives, and motors are illegal. Cars may only be propelled by gravity.
4. Detailing, such as a steering wheels, drivers, etc., is permissible as long as these details do not cause the car to exceed the maximum length, width, clearance and weight requirements for the run-off.
5. Indented car noses are **NOT** allowed. No portion of the car may extend beyond the starting-line-peg. **All DEVICES** that offer the car an unfair start over the racing field are **NOT** allowed.