

OFFICIAL PINWOOD DERBY RULES

TENDROY DISTRICT RACE

1. Racers need to arrive at their assigned zone's check in time to have their car inspected.
2. Packs may send **ALL interested cub scouts** to the district race.
3. Cub scouts are encouraged to wear their uniform.
4. All cars **MUST** be inspected before competing. A car may be disqualified if it does not meet the rules listed for the Tendroy District Race.
5. Two wolf, two bear, and two webelos will advance from each zone to the Finals.
6. Racers will only be allowed to re-graphite their cars before the start of the Finals but **NOT** between races.

DISPUTES & MISCELLANEOUS

1. Heats may be re-run at the discretion of the race officials.
2. Unsportsmanlike conduct by a racer or any member of their support group may be grounds for expulsion and disqualification from the race.
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 must compete in the same division, at the district race, as they did during their pack pinewood derby race.
5. Cars must be built in the same year as the district race. Past cars built by sibling or by other people are not allowed.
6. Participants must be present to race their cars.
7. Racers must adhere to the Official Pinewood Derby Rules for the Tendroy District Race, regardless of the rules utilized by individual packs. We encourage packs to use the same rules so that cars do not have to be modified for the district race.

Please read the following rules carefully, as cars not in compliance will not be allowed to race.

LENGTH, WIDTH, CLEARANCE & WEIGHT

1. The overall car length may not exceed 7 inches. The wooden block in the Grand Prix Pinewood Derby Kit does not have to be used.
2. The maximum car width, between the wheels, shall not exceed 2 $\frac{3}{4}$ inches. The minimum car width shall not be less than 1 $\frac{3}{4}$ inches so that the car will clear the center guide strip on the track.
3. The overall car height may not exceed 3 inches. This prevents tall cars from crashing into the electronic lane judge at the end of the track.
4. Cars must have at least $\frac{3}{8}$ inch of undercarriage clearance to clear the track meaning all weights must be countersunk or located on the top of the car.
5. The total weight of the car shall not exceed **5 ounces**. This will be verified by calibrated scales at the race and is considered final. -Please note, we ask that you not use mercury for your weight or construction 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 although not all 4 wheels must 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 (NAILS)

1. Only the metal nail type axles are allowed. Speed axles, like solid full length axles, are **illegal**.
2. Wheel bearings, washer, bushings, suspensions, springs, and metal axle supports are **NOT** allowed.
3. Hubcaps are permitted providing the tip of the nail axle is still visible underneath the care. 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 and flashing, reducing the diameter, and grooving. The shape of the nail head may also be modified.

LUBRICATION AND OTHER

1. **ONLY DRY POWDERED GRAPHITE MAY BE USED TO LUBRICATE CARS. NO WET LUBRICANTS ARE PERMITTED, THIS INCLUDES OILS AND SILICONE SPRAYS.**
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 steering wheels, drivers, etc. is permitted as long as they do not cause the car to exceed the maximum length, width, clearance and weight requirements for the race.
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.