

Pinewood Derby

Ironhorse District Rules and Regulations

*****Special Open Class Race Rules*****

These rules are designed to provide consistent guidelines for construction of cars, to give every participant the opportunity to enjoy the race and a fair chance to win.

Car Dimensions

- 1) Width; 2-3/4 inch maximum including wheels and axles.
- 2) Length: Length shall not exceed 7 inches.
- 3) Clearance: 3/8 inch minimum and 3/4 inch between bottom of the car and the track to insure clearance of the center guide strip.
- 4) Front Center: Nose of car must be at least 1/4 inch wide at the center and be the furthest point forward on the car. No V notch front ends.
- 5) Between the wheels: Minimum width shall be 1-3/4 inch to insure clearance of the center guide strip.
- 6) Height: 4-3/4 inches maximum.

Weight and Appearance

- 7) Weight: Shall not exceed 5 ounces (141.75 grams). Although you want to be as close to the limit as possible. The readings of the official scale will be final. All weights and parts are to be securely fastened or built into the car. No loose materials or liquids will be permitted.
- 8) Appearance: details such as steering wheels, driver, spoiler, decals/ painting, and interior details are permitted as long as they do not exceed the length, width, height and weight specifications. Details with plastic parts are permitted.
- 9) Each car will have a car number assigned at check in. Previously assigned car numbers will not be used to identify the car during the race. A temporary sticker will be provided with the assigned car number. The sticker shall be placed on the top of the car in a location that will be clearly visible to the judges during the race. Each car shall also be identified with the owners name clearly and legible on the bottom of the car.
- 10) Cars with wet paint will not be permitted to race.

Wheels and Axles

- 11) Cars must be free wheeling with no starting device or other propulsion.

Lubrication

- 12) Only dry powder lubricants, such as Graphite may be used. Regular oils and silicone sprays may soften the plastic wheels.
- 13) Cars are to be lubricated prior to final inspection, no further lubrication or modification will be permitted after final inspection and check in.



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Inspection and Judging

- 14) Each car must pass inspection by the official inspection team before it can compete. The inspectors will have the right to disqualify those cars that do not meet these rules. Car owners will be informed of any violation and given the opportunity (and help if necessary) to modify the car to meet the rules.
- 15) Ungentlemanly or unsportsmanlike conduct will be grounds for expulsion from the competition and or race area.
- 16) The computer software will assign lanes and races at random.
- 17) In the event of a tie a run off will be performed. The runoff will be three (3) heats in alternating lanes. The derby position winner will be the winner of two of the three heats and will be assigned the position. The other participant will be placed in the next position down.
- 18) If a car jumps off the track or interferes with another car more than twice it will lose the time or points for that heat depending on what scoring system is being used.
- 19) 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 may be run again. If not the car will lose the time or points for that heat depending on what scoring system is being used.
- 20) Only race judges and helpers will be permitted in the race area for the purpose of placing the cars on the track and retrieving the cars from the finish line.
- 21) There will be at least three race judges. The computer will time the races, however the judge's interpretation of the data will be final. The majority vote of the judges will be final on all races, disputes, and interpretation of these rules.

