

# ***Pinewood Derby Ironhorse District Rules and Regulations***

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 must be a currently built car to race in Main Scout Race. Not a car that has raced in previous years.**

**Non-Scout Race is exempt from this rule.**

## **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 between bottom of the car and the track to insure clearance of the center guide strip.
- 4) Between the wheels: Minimum width shall be 1-3/4 inch to insure clearance of the center guide strip.
- 5) Wheelbase: must not exceed 4-1/2 inches, center of nail to center of nail.
- 6) Height: 3-3/4 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, but hubcaps are prohibited. Parts from more than one official kit may be used to construct your car.
- 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 scouts name clearly and legible on the bottom of the car.
- 10) Cars with wet paint will not be permitted race.

## **Wheels and Axles**

- 11) Only official Scout Grand Prix wheels and axles may be used. (The wheels and axles that come in official Cub Scout car kits). Axles may be polished and the burrs removed.
- 12) Wheels are not to be shaved or reduced in diameter or width. Sandpaper may be used to true the wheels, but the contour of the wheels can not be changed.
- 13) Wheel bearings, washers, or bushings are prohibited.
- 14) The car shall not ride on any type of springs.
- 15) Cars must be free wheeling with no starting device or other propulsion.



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## **Lubrication**

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

## **Inspection and Judging**

- 18) Every scout will register and enter his own car.
- 19) 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.
- 20) Ungentlemanly or unsportsmanlike conduct will be grounds for expulsion from the competition and or race area.
- 21) Each scout is to build a completely new car each year.
- 22) The Cub Scout Pinewood Derby Race is open to all registered Cub Scouts.
- 23) The computer software will assign lanes and races at random.
- 24) 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.
- 25) If a car jumps off the track or interferes with another car more than twice it will be penalized points or time for that heat, depending on the scoring method being used for the race.
- 26) 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 time or points for that heat, depending on the scoring method being used for the race.
- 27) 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.
- 28) 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.
- 29) There will be separate judging for appearance and or show awards. An individual car can only win one of these awards. .

