

Pack 3171 Pinewood Derby Rules



1. General Rules

- a. The Scout Oath and the Scout Law shall be observed by participants and their guests at all times.
- b. Each boy takes his car to the registration table to have his name and number entered into the race database. The car will be marked with registration number at registration time.
- c. After registration, each boy takes his car to the inspection table to have it pass final inspection and be placed, by class, on the starter's table.
- d. As each heat is announced, drivers (scouts) retrieve their own car from the starter's table and place it at the starting gate. The starter releases the gate.
- e. Each car will race six times, twice in each lane. The cumulative time of all six races will be used to determine the winner of the race.
- f. After the race, cars are returned to the starter's table.
- g. If a car leaves the track, runs out of its lane, interferes with another car, jumps the track, or loses an axle or any other part that affects the race result, if the car can be repaired quickly, the heat will be run again, and the first result discarded.
- h. Judges' decisions are final.

2. Race Car Rules (Stock and Open Class):

- a. The car must have been built by the scout and his Akela (parent, guardian or other leader) within the last year.
- b. The width of the car shall not exceed 2-1/4 inches
- c. The length of the car shall not exceed 7 inches
- d. The height of the car shall not exceed 3 inches
- e. The weight of the car shall not exceed 5 ounces
- f. Wheel bearings, washers, and bushings are prohibited
- g. Only dry lubricants, such as powdered graphite or silicone, may be used for lubrication of the axles
- h. The car must stand alone, not riding on any kind of spring or other device
- i. The car must be freewheeling, with no starting devices
- j. No loose materials of any kind are allowed in the car
- k. Axles must be inline with the slot provided on the BSA approved block of wood. *(ie you may not spread your axles further apart or closer together)*
- l. No axle bending, rail riding or three wheeling.

3. Stock Awards:

- a. Trophies will be awarded for 1st, 2nd and 3rd place finishes overall in the pack.
- b. Medals will be awarded for 1st, 2nd, and 3rd place finishes in individual dens

4. Best in Show and Creative categories:

- a. The committee will decide awards for creative categories. *(ie Most Scout Spirit, Best Paint Job, Most Original, Most Authentic, Funniest Car, etc)*