

DISTRICT PINEWOOD DERBY RULES

QUALIFICATIONS

1. Each car must pass inspection by the Official Inspection team before it may compete. The inspectors have the right to disqualify those which do not meet the specifications as outlined below.
2. All cars must be inspected and qualified prior to the race.

SPECIFICATIONS

Length, Width and Weight

1. Car width, including wheels and axles shall not exceed 2 3/4 ".
2. Car length shall not exceed 7". Use of a "quick start bar" or notching to protrude the car forward of the starting lane is prohibited.
3. Car weight shall not exceed 5 ounces.
4. The wheel base, the distance between the front and rear axles, may NOT be changed from the kit body distance.
5. Maintain a minimum of 3/8" clearance underneath car so car will clear center guide strip on the race track.
6. Car shall not exceed 2 3/4" in height in order to clear the finish lights.

Wheels, Axles and Miscellaneous Parts

1. Wheels, axles and body wood shall be as provided in the official BSA Grand Prix Pinewood Derby Kit.
2. Wheel bearings, washers or bushings, and solid (one piece) axles are prohibited.
3. The car shall be so constructed that the axles for each wheel are exposed from underneath the car.
4. The car shall not ride on any type of spring.
5. The car must be freewheeling with no starting or propulsion device(s). No loose materials of any kind are allowed in the car such as lead shot, mercury, or other liquid weights.
6. Wheels shall be as provided in the BSA Grand Prix Pinewood Derby Kit or Official BSA replacement wheels of any color. Wheels shall remain FLAT. Wheels may be sanded to remove rough edges or molding marks. Wheels are NOT to be ground down or beveled. See Diagram below.
7. Hub caps or other devices that cover outside center of each wheel are prohibited. Outside hub or each axle must be visible.
8. Axles shall be as supplied in the BSA Grand Prix Pinewood Derby Kit Or Replacement Axles (Available at Scout Shop) Axles may be polished grooved or bent using Tools available through Scout Shop
9. Axle guards provided by the local Scout Shop may be used, but are subject to inspection.

Lubrication

1. Only dry powdered lubricants such as graphite may be used. You May Use Krytox GPL 100 Racing Lubricant (available at Scout Shop) The use of any other oil, silicone or other such lubricants is NOT allowed, and may even damage plastic parts.
2. Axles may be lubricated prior to inspection and qualification only. Re-lubrication after qualification WILL NOT be permitted except in the case of repairs during which the area being repaired may be re-lubricated. ANY and ALL repairs and/or re-lubrication shall be done under the supervision of the Judges.

Appearance

1. Details such as steering wheel, driver, windshield, decals, exhausts, fins, etc. are allowed as long as they meet the following two requirements:
2. Car, including any detailing, must be within length, width and weight requirements
3. Any detailing must be firmly attached.

GENERAL INFORMATION

1. Car must have been built THIS YEAR for THIS RACE. Cars and/or parts run in previous years will NOT be qualified.
2. Cars that experience mechanical problems will be given a period of 10 minutes for repairs. If the car cannot be repaired in that period of time, the car will be disqualified.
3. Only scouts racing and racing officials will be permitted in the race track compound.
4. You should bring some tools to the race in case adjustments need to be made to your car in order for it to qualify.

