

Pack 83 Pinewood Derby Official Rules

Cars not complying with all rules will not be permitted to race in the Pinewood Derby.

Rules:

1. WIDTH: The car cannot be more than 2 $\frac{3}{4}$ inches wide.
2. LENGTH: The car cannot be more than 7 inches long. The starting pin is 1.5" high from the base of the track and the entire car must rest behind the starting pin. **No notches in the front will be accepted. No high start bars in the front will be accepted.**
3. HEIGHT: The car cannot be more than 3 inches high.
4. WEIGHT: Finished car cannot weigh more than 5 ounces. The weight shown on the Official Race Scale is FINAL. All car parts and materials must be firmly attached. Extra weight will be available at time of inspection. **Please no exposed lead weights.** You are encouraged to make your car weigh less than exactly 5 ounces, make use of some sort of removable or adjustable weight, or both, in order to allow for adjustments at the time of Inspection.
5. WHEEL PLACEMENT: The car body must be at least 1 $\frac{3}{4}$ inches wide at the axles. It must clear the track without scraping. You may not change the wheelbase (the distance between the front and rear axles). The car must have four wheels attached, two on each side of the car. They must be placed such that the car will straddle the lane guide.
6. WHEELS AND AXLES
 - a. Only the wheels and axles that come in the official Scout kits may be used.
 - b. On the wheels and axles you can clean up the manufacturing burrs and molding flashing but no THINNING, or RESHAPING OF WHEELS IN ANY WAY.
 - c. Wheel bearings, washers or bushings are prohibited.
 - d. The vehicle will not ride on any type of springs.
 - e. The vehicle must be ONLY gravity powered and freewheeling with no starting device or other propulsion.
 - f. The cars must have all 4 wheels attached to the body.
7. DETAILS: Details such as steering wheel, driver, decals, painting, interior details, etc. are okay. The finished car with details must meet the maximum length, width and weight rules. Cars with excessively wet paint may not be accepted at Inspection time.
8. ATTACHMENTS: Extra materials (wood, plastic, cardboard, etc.) may be added to the car frame if desired. Extra weight (not to exceed a net weight of 5 ounces) may be added anywhere to the car, but it must be firmly attached.
9. LUBRICATION: Only powdered lubricants are permitted. Liquid lubricants are not permitted. No lubricants may be applied after Inspection is complete.
10. INSPECTION: Each car must pass inspection by the Official Inspectors before it may compete. The Official Inspectors will disqualify any car not meeting these rules after the Inspection deadline. Any adult or Scout may appeal the findings of the Official Inspectors to the Race Committee and Race Chairperson, whose decision is final. If a car is not checked in by the deadline for the Inspection, the car cannot race.

11. TEST RUNS: Each car will be permitted three test runs on the official track on the day of the Pinewood Derby. The test runs must be completed before the car is officially registered and impounded prior to the Pinewood Derby.

Adult Open Class Official Rules

Cars not complying with all rules will not be permitted to race in the Pinewood Derby.

Rules:

1. WIDTH: The car cannot be more than 2 $\frac{3}{4}$ inches wide.
2. LENGTH: The car cannot be more than 7 inches long. The starting pin is 1.5" high from the base of the track and the entire car must rest behind the starting pin. **No notches in the front will be accepted. No high start bars in the front will be accepted.**
3. HEIGHT: The car cannot be more than 3 inches high.
4. WHEEL PLACEMENT: The car body must be at least 1 $\frac{3}{4}$ inches wide at the axles. It must clear the track without scraping. You may not change the wheelbase (the distance between the front and rear axles). The car must have four wheels attached, two on each side of the car. They must be placed such that the car will straddle the lane guide.
5. WHEELS AND AXLES
 - a. The vehicle will not ride on any type of springs.
 - b. The vehicle must be ONLY gravity powered and freewheeling with no starting device or other propulsion.
 - c. The cars must have all 4 wheels attached to the body.
6. DETAILS: Details such as steering wheel, driver, decals, painting, interior details, etc. are okay. The finished car with details must meet the maximum length, width and weight rules. Cars with excessively wet paint may not be accepted at Inspection time.
7. ATTACHMENTS: Extra materials (wood, plastic, cardboard, etc.) may be added to the car frame if desired. Extra weight (not to exceed a net weight of 5 ounces) may be added anywhere to the car, but it must be firmly attached.
8. LUBRICATION: Liquid lubricants are not permitted. No lubricants may be applied after Inspection is complete.
9. INSPECTION: Each car must pass inspection by the Official Inspectors before it may compete. The Official Inspectors will disqualify any car not meeting these rules after the Inspection deadline. You may appeal the findings of the Official Inspectors to the Race Committee and Race Chairperson, whose decision is final. If a car is not checked in by the deadline for the Inspection, the car cannot race.
10. TEST RUNS: Each car will be permitted three test runs on the official track on the day of the Pinewood Derby. The test runs must be completed before the car is officially registered and impounded prior to the Pinewood Derby.