



Pack 90 - Pocono Pines, PA
Minsi Trails Council, BSA

Pinewood Derby
Official Rules 2018

All cars must be inspected prior to the race to ensure they meet the following rules. Cars that do not pass inspection can be fixed and may race as long as they are able to made in compliance with the rules.

Car Regulations

1. Cars must be made from an official Cub Scout Pinewood Derby kit, and must use Cub Scout wheels and axles. Wheels and axles need to be securely attached, but the original axle slots do not have to be used. Cars must be in their first race, and not be from a previous year or event.
2. Cars must be seven inches long or less, and $2\frac{3}{4}$ inches wide or less. The wheels must be far enough apart to clear a guide strip that is $\frac{3}{8}$ inches high and $1\frac{3}{4}$ inches wide. The car cannot be made so part sticks out past the starting peg before the race begins.
3. Wheels can be sanded to remove burrs and axles can be polished, but the wheels and axles cannot be further modified. All four wheels must still have a flat tread that touches the track the entire width and cannot be cambered or angled in relation to the car. Wheels cannot be shaved flat, drilled out or modified by removing areas or adding bearings or weights. Axles can only have dry lubricants added such as graphite. Additional lubricant cannot be added once the car is checked in.
4. Cars must be a total weight of 5 ounces or less to the nearest tenth of an ounce.
5. Cars cannot have springs, shocks, or starting devices. They must be freewheeling and run only by gravity.
6. Cars can be decorated however the Cub Scout wants, but cannot include loose materials that may fall off during the race. The car cannot be sticky or wet. An official race number will be given the day of the race, and the Scout will need to place a sticker with that number on the car. The number can be placed anywhere on the car the Scout likes.
7. Cars that come apart during the race can be repaired. Rebuilt cars should be re-inspected. Additional lubricant cannot be added as part of the repair.
8. An adult should help the Scout build the car. Cub Scouts should be involved with as much of the building as possible. The point of a Pinewood Derby is for a Cub Scout to have fun working with an adult making the car. If they need help, provide it!

Race Rules

A winner will first be determined within each den. Dens with less than three Scouts will be combined with another den close in age to them. Winners from each den will compete for best in the pack.

Each car will be run in at least three heats so that it can run on each lane of the track. Cars will be randomly assigned to heats. Cars receive one point for being the winner of that heat. If the judges cannot agree on the winner of a heat, it will be re-run. If a winner still cannot be decided a tie can be awarded and both cars receive a point. After each car has run three heats, a car with the most points wins. Run-off heats will be used when cars are tied. Run-offs will be randomly assigned to ensure each car runs on each track an even number of times.

REMEMBER THAT THIS IS JUST FOR FUN! JUDGES DECISIONS ARE FINAL!