

DISTRICT PINWOOD DERBY RACE RULES
Algonquian District Race
TO PARTICIPATE IN THE DISTRICT PINWOOD DERBY
EACH PACK MUST:

- Register their Pack's 3 cars online by April 10th (1st, 2nd, 3rd)

PARTICIPANT REQUIREMENTS

1. Each participant must be a registered, active Scout. Each rank in a pack can race at the Pack race and District race, this includes; Lions, Tigers, Wolves, Bears and Webelos Scouts. If a Scout has crossed over into Boy Scouts his car may still be raced if it meets all criteria.
2. Each car must be registered on Race Day.
3. Each year a new car must be made. The registered Scout shall make it with mature supervision.
4. All Pack-winning cars are to be impounded by the Pack after the Pack race. The cars will be taken out of impound for the District registration, at this point the cars can have graphite applied and inspected for the District race. After the cars pass inspection, they will be impounded by the District Pinewood Derby Race Officials until after the District race. No cars will be returned to the owner until after completion of the District race.
5. Three cars from each Pack can race at the District race, and all Packs submitting entries must have no more than four entries. An alternate car will **NOT** be permitted to fill one of the four places if there is a no show of the first three participants or if one of the three cars fails to pass inspection.
6. Each car entered in the District race must be the one that was entered and raced in the Packs Pinewood Derby for that year.

CAR REQUIREMENTS

7. Only official BSA Pinewood Derby car kits will be allowed. Pinecar or any other brand of precut car will not be allowed.

DIMENSIONS

8. Maximum length of the car shall not exceed 7".
9. Maximum height of the car shall not exceed 3".

Continued....

10. Total width of the car shall not exceed 2 3/4".
11. Minimum ground clearance shall be 3/8". (Weights are better placed inside or on top of the car rather than underneath.)
12. Distance between wheels shall be a minimum of 1 3/4".

PINEWOOD DERBY RULES

LUBRICATION

13. Only dry powdered lubricant such as graphite may be used. No oil or sprays allowed.

WEIGHT

14. Each car is allowed only three attempts at the weigh-in at the District race because of time constraints. Cars that fail the 1st and 2nd weigh-in and race inspection may be modified but must return to the end of the line.
15. Total weight of car shall not exceed 5 oz. (141.7 grams)
16. Wheelbase (4.4") shall not be modified and must be square.

WHEELS

17. No hubcaps.
18. Wheels **MUST** be official BSA PINEWOOD DERBY.
19. All four wheels must touch the racetrack and be even - no three wheelers.
20. Only wheels and axles from the official BSA Pinewood Derby car kit will be allowed.
21. Colored official BSA wheels purchased separately from the kit will be allowed.
22. Running surface shall be flat and parallel to the axles. **NO CURVED RUNNING SURFACES WILL BE ALLOWED.** Lathe turning will be allowed to smooth the running surfaces but narrowing of the wheels will not be allowed.
23. The narrowing or coning of hubs will not be allowed
24. Wheel bearings, washers, and bushings are not allowed.
25. Pro-Body Drilling Guide and/or Body Jig may be used to drill axles.

NOTE: Wheel base of 4.4" CANNOT be modified.

OTHER

25. No moving or loose parts may be attached to, or part of the car (including sealed inside). Loose parts are defined as items that move independent of the car.
26. Cars shall not ride on any kind of springs.

REGISTRATION

27. Once the car is registered only a race official can move it.
 28. No graphite or modifications are allowed after car is registered. Emergency repairs of the wheels will be allowed a 15-minute pit stop to make necessary repairs.
 29. Cars will be brought to the race ramp and given to the starter by a race official.
 30. Each racer must be on hand to enter his car in the District race or have someone to be responsible for any needed modifications.
 31. Any car Judged to be unsafe, unstable or non-compliant with these rules may be disqualified.
 32. Any Scout or parent not showing the proper "Scout Spirit" may subject the Scout's car to be disqualification at the discretion of the judges.
 33. **ALL JUDGES DECISIONS ARE FINAL.**
- Please go On line to register your Pack's 3 cars by April 10th.

Algonquian

DISTRICT PINWOOD DERBY PACK VOLUNTEER DESCRIPTIONS

REGISTRATION CREW- *Saturday 4:30pm-6:30pm*

This crew is to set up and tear down the registration area, check in, inspect, register and impound cars for the District Pinewood Derby Race.

REGISTRATION PIT CREW- *Saturday 5:00pm-6:30 pm*

This crew is to supply tools and knowledge to assist those who need to make modifications of cars in order to pass inspection during registration.

SET UP CREW- *Saturday 4:30pm-6:00pm*

This crew is to set up the racetrack and all components needed to run the race.

RACE OFFICIALS- *Saturday 6:30pm- end of race*

This crew is to run the race. Stage, start, & return cars. They will be responsible for officiating the race.

TEAR DOWN CREW- *Saturday immediately after race*
(approximately 1 hour)

This crew is to tear down and put away the racetrack and all components as well as clean the race area.

Each person will only be assigned to one crew. Please make arrangements for your children during your shift. As much as they like to help, we need your full attention.

Questions:

Algonquian District Pinewood Derby Chairman:

Richard Howard (Pack 444 Cub Master)

porknblue@comcast.net

(574) 514-4171 cell

*Remember, if you complain you will automatically become a member of the Race Committee.