



# Official Adult Pinewood Derby Rules

## **GENERAL RULES:**

1. Each car must pass an inspection by the Official Inspection Committee before it may compete. The inspectors have the right to **disqualify** those cars, which do not meet requirements as defined here.

2. Use only the official Grand Prix Pinewood Derby Kit (part no. 17006) and accessories authorized by Scouting America and available at the local Scout Shop. Any other kit, such as those advertised in various magazines or sold in hobby stores and even McGuckin's brand (for example Pinecar), **WILL NOT BE ACCEPTED**. If parts (such as wheels, axles, precut wood blocks, etc.) are removed from such kits and installed in the official kit, disqualification of said car will result. In general, use of unofficial parts for the purpose of increased performance and/or improvements of said cars, is not allowed.

## **3. DIMENSIONS**

**WIDTH:** Overall width shall not exceed 2 ¾ inches.

**WIDTH BETWEEN WHEELS:** The car must have 1 ¾ inches between the wheels and the front most and rear most wheels must be positioned directly across the body from one another.

**LENGTH:** Overall length shall not exceed 7 inches. The center of the front of the car cannot be pointed or indented and must be the furthest piece forward of the front wheels; it must have a flat area of at least ¼ inch wide, for track starter pins, and must be (from the ground) between the minimum track clearance, and the top of the front wheels. No part of the car can extend past the starting pin.

**HEIGHT:** Overall height shall not exceed 5 inches

**CLEARANCE:** Minimum recommended car clearance is 3/8 inches.

4. **WEIGHT:** Weight shall not exceed 5.000 ounces (141.75 grams). No loose materials of any kind, such as lead shot, are permitted on/in the car. The car may be hollowed out and built up to a maximum weight by the addition of a solid material, such as wood or metal provided it is securely built into the body.

5. **WHEEL BEARINGS:** Wheel bearings, washers and/or bushings of any kind are prohibited.

6. **SPRINGING:** The car shall not ride on any type of springs.

7. **DETAILS:** Details such as steering wheel, driver, decals, painting, and interior detail are permissible as long as those details do not exceed the maximum length, width, height and weight specifications and are securely fastened to the car.

8. **ATTACHMENTS:** The car must be freewheeling with no starting device.

**9. WHEELS: NO ROUNDING or BEVELING** of the wheel is permitted. Milling and turning of the wheels is especially prohibited. Therefore, the use of a mandrel to turn the wheels is prohibited. Best advice is to leave the wheels alone! Camber must be adjusted so that at least 3 wheels touch the track. All 4 wheels must be installed.

**10. AXLE:** Axle spacing is determined by the preset grooves in the block of wood provided in the kit. Axles may be polished but cannot be plated or specially lubricated. Only dry graphite lubricant or Krytox GPL 100 Racing Lubricant (part no. 618788) may be used as a lubricant. Any other lubricants may foul the track.

### **CHECK-IN RULES:**

At check-in, each car must pass inspection by the official inspection committee before it will be allowed to compete. The owner will be informed of the reason for failure and will be given time within the official check-in time period to make adjustments. If the weight exceeds the limit, the person checking in the car should be prepared to adjust the weight or submit an alternate car. The scales at check-in will be considered to represent the official weight of the car. Many factors can affect weight, including changes in humidity and wood absorption. The person checking in the cars should expect to have to adjust the weight of the car. Please be patient at check-in as the process is tedious to assure fairness. Once a car passes inspection and is entered into the race, only race committee members may touch it, unless the car is damaged in handling or in a race. The inspection committee has the responsibility to disqualify those cars that do not meet these rules. Once your car passes, you will be given a pit pass for each car to be used in retrieving your car after the races. If your car has not been given a number by the end of the check-in period, it will be treated according to the rules under LATE ENTRIES.

**LATE ENTRIES:** No Late entries are allowed due to significant time constraints on the event.

### **CAR REPAIR DURING THE RACE:**

**1.** If a car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make repairs. If a wheel or weight of a car falls off during the race, the car's position in the schedule may have to be adjusted. The car will be disqualified unless the person responsible for the car makes repairs within 5 minutes and it is possible to give the car a new position in the schedule. Note the car must be re-weighed following repairs and adding weight other than the piece that fell off is not allowed. Lubrication of the car is not allowed. These rules are designed to be fair, encourage good craftsmanship, and limit delays to the race. Cars needing repeated repairs might be disqualified.

**2.** No lubrication of cars during the race is allowed. **Cars should be lubricated prior to or during check-in.** Most entries apply graphite just before checking in the cars.

### **RACE PROBLEMS:**

#### **1. LUCK IS PART OF RACING**

- If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
- If a car leaves its lane, at the sole discretion of the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation, the track chairman may order the race to be rerun after the track is repaired.
- If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
- If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat. At the discretion of the track chairman, this run MAY be repeated for the cars not at fault.

**2.** If a timer error occurs, the run will be repeated to the best of the technological capability of the track.

**COMMON PROBLEMS FOUND DURING CHECK-IN:**

**1. INCORRECT WEIGHT:** See above

**2. BEVELING OR SHAPING OF THE WHEELS:** See above

**3. LEVEL WHEELS & AXLES:** See above

**4. USE OF NON-OFFICIAL CAR KITS:** They are easily identified as the wheels and axles are different from the official car kits.

**5. INSUFFICIENT CLEARANCE:** Most tracks have a center guide rail, which is the reason for the clearance guidelines.

**6. SIZE VIOLATIONS:** Addition of weights or trim to the ends or sides of the cars may cause cars to exceed the maximum allowable dimensions.

**RACE FORMAT:**

Each car will get at least 3 runs, once in each lane of the track. The time for each run is compiled, and the average time is calculated for each car. The top 9 cars will move on to the Winner's Bracket.

**You can find all of your car kits, tools, decals, accessories  
and more at your local Scout Shop!**

**Adventure West Council  
Scout Shop & Service Center  
3939 Casper Mountain Rd.  
Casper, WY 82601  
(307) 234-7329**

**ADDITIONAL AWARDS FOR:**

Most Original

Most Patriotic

Funniest Design

Turtle Award (Slowest Car)