



Pinewood Derby Rules Three Rivers District



A pack within the district will be selected by the District Committee to sponsor the District Pinewood Derby

Race Committee

1. A race committee of three members will be formed to oversee this event.
2. The sponsor pack will appoint two members and the District Committee will appoint the third.
3. The race committee may appoint race officials to run the event as needed. The race committee must be present during the event and all decisions of the race committee will be final.
4. The sponsor pack and the race committee shall choose the location, time and logistics of the event.
5. The race committee can not alter, amend or delete any policies or rules established by the District Committee.
6. The sponsor pack shall distribute to the district packs an invitation similar to the following:

Race Time

Race time is Saturday the ___ of _____ **20**___ at ___ am with the first race starting at ___ am. Weigh-in will be at ___ to ___ prior to the race. In case of inclement weather the committee will make a decision whether to continue or not. A make-up date will be _____ at the same times originally stated. The committee will contact the group leaders to inform all Cub Scouts. If the school system is closed for bad weather the Derby will be cancelled and automatically go to the back-up date. Cub masters or pack official shall contact sponsor of district race no later than **4 days prior** to the district race with all participants and their eligibility for specific race or competition in which they are qualified. The race committee will determine the means of contact, and distribute that information along with all other race details at the same time.

❖ **Anyone not able to be present at weigh-in at the scheduled time must contact: prior to race day weigh-in. This applies only if there is an absolute obligation or emergency that prevents a scout from attending the scheduled weigh-in. No one will be allowed to weigh-in after the Derby has begun....Sorry but No Exceptions!**

Late weigh-ins will be allowed on race day for those that absolutely cannot make it to the scheduled weigh-in, and have made prior arrangements with the Race Committee. True emergencies will be dealt with on an individual basis.

Cars will be impounded after the weigh-in and not returned until the race is completed.

THE CUB SCOUT MUST MAKE ALL CARS. IT MUST NOT BE A CAR FROM PREVIOUS YEARS AND IT CANNOT BE A PURCHASED CAR.

Please remember that a scout is trustworthy!

Length and Width

- Maximum overall width, (including wheels and axles) shall not exceed 2-3/4 inches.
- Minimum width between wheels shall be no smaller than 1-3/4 inches.
- Minimum clearance between bottom of car and track shall be no smaller than 3/8 inches.
- Maximum length shall be no greater than 7 inches.
- The wheelbase (**the distance between the front and rear axle**) cannot be changed. Axles must be located in the factory-designed pre-cut slots & locations.

Weight and Appearance

- The car weight shall not exceed 5 ounces. The reading of the Official Race scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided that it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- Mercury shall not be used for adding weight.
- Details such as steering wheel, driver, spoiler, decals, painting, and interior decals are permissible as long as these details do not make the car exceed the length, width, and weight requirements.
- Cars with wet paint will not be accepted.

Wheels and Axles

- Only the official Scout Grand Prix wheels and axles can be used. Axles may be polished and wheels can be sanded only to improve imperfections, but beveling or tapering of the tread is not permitted. (Tread surface must remain flat)
- Wheel bearings, washers, or bushings are not permitted.
- The car shall not ride on any type of springs.
- The car must be freewheeling with no starting device or other propulsion.
- The axles must be visible for total inspection.

Lubrication

- Only dry powdered lubricants such as graphite may be used. Regular oils and silicone sprays will not be allowed.
- Cars may be lubricated immediately before inspection. No further lubrication or modifications will be allowed after inspection.

Race Rules

- The race will be a Traditional Double Elimination race. No car will be eliminated until it has lost two separate races against two different cars. Each race will pair two cars and will race two or three heats, swapping lanes each heat. The first car to win two heats wins the race. Initial lane assignment will be pre-determined.
- Scoring and advancement must be done with a traditional Derby Double elimination matrix. The winner of each race will advance to the Win section of the matrix and the 2nd place car will move into the 2nd place section. Cumulative time scoring for advancement is not allowed. Each race will stand alone.
- Method to determine heat wins can be by electronic, photocell or visual at the determination of the Sponsor pack. If visual method is used, the judge or judges must be 18 years of age and not related to any racing entrant.
- If a car jumps the track, the heat will run again. If the same car leaves the track for a second time, it will automatically lose that heat.
- If a car leaves its lane and interferes with another car, the heat will run again. If the same car leaves its lane again and interferes again, then the heat will run again without the interfering car, and the interfering car loses the heat.

- If a car suffers a mechanical problem, (loses an axle, breaks a wheel, etc.), and a repair can be made in a reasonable amount of time (to be determined by the race committee), then the heat will run again. If not, then the car will lose that heat.
- Only race officials and boys racing a heat will be permitted into the registration and track area. Unruly or unsportsmanlike conduct by Scouts or their parents will be grounds for disqualification from the race or expulsion from the race area.
- Cars must have been made for this year's derby. Cars made for a previous derby will not be accepted. The Scout (with adult supervision) must perform the majority of the work in building the car.
- Each car must pass inspection before it competes. The Inspection Team has the right to disqualify those cars that don't meet these rules. Car owners will be informed of violations and given an opportunity to modify the car to meet these rules at the time of weigh-in. The cars that compete in Best of Show, Best Cub Scout Spirit and Most Original must also meet the length, width, weight, and wheel requirements.
- Any participant has the right of appeal to the Race Committee for an interpretation of the rules or the outcome of a race. The decision of the Race Committee, by majority vote, will be final.
- The Scouts eligible to participate in the District Derby are at the sole discretion of each pack. Each pack may send 9 entrants, 1st, 2nd and 3rd in each category.



❖ A Scout may enter only one car for one category only, If a Scout eligible to enter the District event cannot be present, another Scout may enter the car on his behalf. Parents may accompany Scouts to starting area of the racetrack. No one is allowed in track area except for race officials & participating Scouts.

*****Winners will be as follows*****

- ❑ 1st, 2nd, and 3rd place - Overall Fastest.
- ❑ 1st, 2nd, and 3rd place -Best of show.
- ❑ 1st, 2nd, and 3rd place -Most Original.

❖ Remember that we do this to teach the Scouts about craftsmanship, sportsmanship, and healthy competition. So may we all set a good example and have fun!

Pack Entries for District Race
Overall Fastest.

1: _____ 2: _____ 3: _____

Best of show.

1: _____ 2: _____ 3: _____

Most Original.

1: _____ 2: _____ 3: _____

I certify that these are the winners from our Pack & are eligible for the district race.

Pack Representative: _____ This day _____, _____, _____.