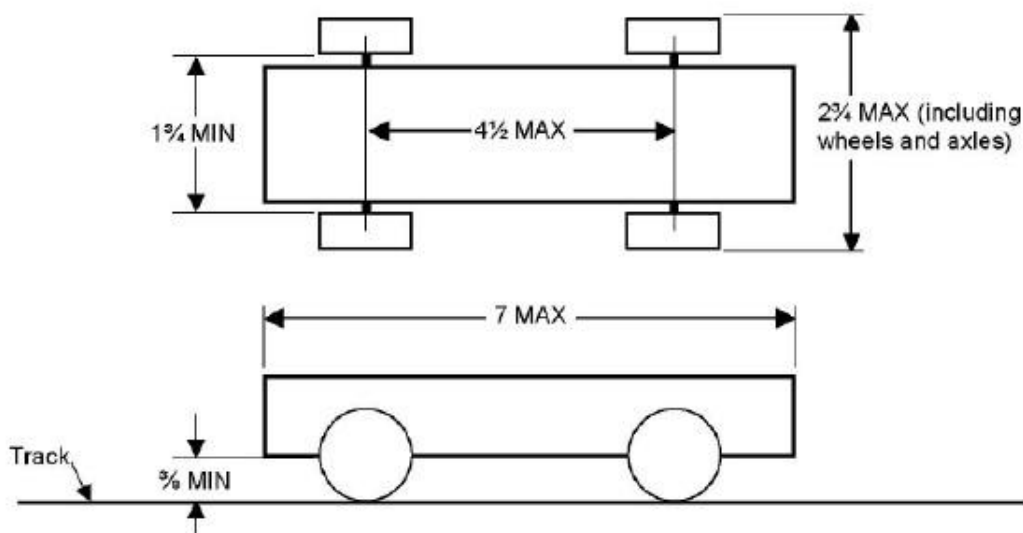




**CUB SCOUT PACK 1199  
2011 PINWOOD DERBY RULES**

**These figures illustrate the rules of Section 1 - LENGTH, WIDTH, CLEARANCE**



**1) LENGTH, WIDTH, CLEARANCE**

- a) **Maximum overall width** (including wheels and axles) =  $2\frac{3}{4}$  inches.
- b) **Minimum width between wheels** =  $1\frac{3}{4}$  inches.
- c) **Minimum clearance** between bottom of the car and track =  $\frac{3}{8}$  inches.

*If you put weights under your car, recess them into a hole in the underside of the car's body.*

- d) **Maximum car length** = 7 inches. This measurement includes any additional decorations added to the car such as wings and spoilers.
- e) **Wheelbase** (distance between front and rear axles) must not be more than  $4\frac{1}{2}$  inches.
- f) **Commercially precut Pinewood Derby car kits** may be used if they meet the above specifications. BUT -- Wheels and axles in the commercial kits **may not be used.**

*Only wheels and axles from official Cub Scout Pinewood Derby Kits can be used.*

## 2) WEIGHT AND APPEARANCE

- a) **Weight** ≤ 5.0 ounces. So 4.95 is OK but 5.05 is too heavy. The readings of the official race scales will be considered final.
- b) **Details** such as steering wheel, driver, spoiler, and decals are permitted as long as they do not cause the car to exceed the specifications identified in Section 1 of these Rules.
- c) **Cars with wet paint or glue** will not be accepted at registration or weigh-in.

## 3) WHEELS AND AXLES

- a) **Wheels** - Only the wheels and axles provided with an official Cub Scout Pinewood Derby Car Kit can be used.
- b) **Axles** may be polished.
- c) **All four wheels of the car should touch the track.**
- d) **Mold Projections on Wheel Tread** - Mold projections on a wheel's tread may be removed but the wheel should not be otherwise sanded or altered in any way.

***USE OF ANY TYPE OF BEVELED, TAPERED, THIN SANDED, WAFERED OR LATHE TURNED WHEELS IS PROHIBITED. ANY ATTEMPT TO REDUCE THE RUNNING SURFACE OF THE WHEEL IN THIS FASHION WILL DISQUALIFY THE CAR***

- e) **Bearings, Spacers, etc. Prohibited** - Use of bearings, bushings, spacers, or the like between the wheel and car body are prohibited.
- f) **Wheel Coverings Prohibited** - A covering placed on a wheel rim that might hold graphite or lubricant around a nail axle head is not permitted.
- g) **No Mechanical Propulsion** - The car must be freewheeling with no starting devices, springs, or other methods of propulsion.

## 4) LUBRICATION

- a) **Only dry powdered lubricants**, such as graphite, may be used. Remember oils and silicone sprays may soften the wheels and are prohibited.
  - i) Once a car is registered, only the Derby Committee will handle the car. Be sure to lubricate the axles and complete any last minute repairs before you register your car.

## 5) RACING RULES

- a) Cars must be made for the 2010 Pinewood Derby. Pinewood Derby Cars raced in prior years' competitions are not permitted.
- b) The Pinewood Derby is open to all Tiger Cubs, Wolves, Bears, and Webelos I & II.
  - i) Each pack will determine which five of its Scouts will go to the District competition.
  - ii) A Scout's car cannot race at the District competition if the Scout is not present. If a Scout cannot attend the District completion the pack may alternatively elect to send a substitute Scout and car to the race.
  - iii) All Scouts and leaders are encouraged to wear their uniforms to the Pinewood Derby.

- c) The race will be double elimination with each car running at least twice before being eliminated from the competition.
- d) The following rules will apply:
  - i) If a car comes off the track during a heat, a “No Race” will be declared and the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.
  - ii) If a car leaves its lane and interferes with another car, a “No Race” will be declared and the heat will be run again. If the same car leaves its lane second time and/or interferes with another car, the interfering car will automatically lose the heat.
  - iii) If a car suffers a major mechanical problem, a “No Race” will be declared and the Scout with a sponsoring adult will have five minutes to accomplish repairs. The heat will be run again. If the car is unable to compete, the damaged car will automatically lose the heat.
  - iv) If a car or cars do not make it to the finish line, the car closest to the finish line will be declared the winner.
- e) Only race officials will be permitted into the track area. This rule will be strictly enforced.
- f) If there is a failure of the electronic finish, finishing line judge(s), appointed by the Derby Committee, will determine a winner or require that the heat be run again.
- g) Pack 1199 rules may be superseded by District level rulemaking yet to be decided.

## **6) INSPECTION AND DISPUTES**

- a) Each car must be registered and pass inspection and weigh-in before it can compete. An Inspection Team, appointed by the Derby Committee, may disqualify those cars that do not meet Pack 1199 Rules. The Scout will be informed of the violations and given an opportunity to modify the car to meet these Rules before the start of the race.
- b) Any Scout competitor (including the parent or sponsoring adult of the Scout) can appeal to the Pinewood Derby Committee for an interpretation of these Rules. Decisions of the Derby Committee and the Pinewood Derby Chair will be final.

## **7) DISQUALIFIED CARS**

- a) The Scout owner of a disqualified car **MUST** be given the same general award received by other Scouts at the race (e.g., a patch if at the District Finals) and should be given an opportunity to participate in the Derby in some other way (see 7.b). While the car cannot race, as it would be unfair to other Scouts, the boy should not be penalized by total exclusion from participation in this special event.
- b) At the discretion of the Derby Committee and the Pinewood Derby Chairman, the Scout owner of a disqualified car may do one or more of the following:
  - i) The disqualified car can act as a —pace car “before the official racing begins, to —test the track.”
  - ii) The Scout owner of a disqualified car can be the starter of the official race by doing a countdown and yelling “GO.”
  - iii) The Scout owner of a disqualified car can do any other thing, except race his car in official competition, that the Derby Committee and the Pinewood Derby Chair deem appropriate/beneficial for the Scout.

## 8) AWARDS

- a) A custom designed patch will be presented to each Scout racing a car in the District Derby Finals.
- b) Other prizes/awards/trophies, as determined by the Derby Committee, may be given to participating Scouts depending on the final standing of the Scout's car.

**Questions? Contact Pack 1199 Pinewood Derby Committee Members:**

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