

# CIEC Sunrise District Pinewood Derby Rules

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## Cub Scout Spirit of the Race – Do Your Best

“The purpose of the Pinewood Derby is to help the Cub Scout build a team relationship with their parent or helper, experience the sense of accomplishment and the excitement of competition, learn Win/Lose good sportsmanship, and to have fun.” (usscouts.org)

The overall intent of these rules is to ensure that the construction of the cars is within the capability of any boy without specialized tools or equipment. Even if your Pack uses different rules for its own Pinewood Derby, any car entered from your Pack in the District Pinewood Derby must follow the rules presented here.

## General Rules

1. Eligibility to race is any registered Cub Scouts in the Sunrise District, from Tiger Cub to Webelos that qualified in their pack for 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> Place Overall or 1<sup>st</sup> place in each rank. Webelos is considered one rank. Those Webelos that have qualified at the Pack level, but have crossed over to a Boy Scout Troop prior to the District Race day are eligible to race.
2. Cub Scout must be present to race their car. If an eligible scout is unable to attend the district race, then the Cubmaster\Chair for that pack can send a substitution. Likewise, if a pack does not have a 1<sup>st</sup> place winner in a rank, i.e., no tigers, pack leadership can substitute that entry for another scout at the Cubmaster\Chair discretion.
3. All cars entered must be newly built after September 1<sup>st</sup> of the current school/Scout year from the stock materials provided in the Official Pinewood Derby Racing Car Kit (part# 17006).
4. With the exception of decorative and construction items (weights, glue, lubricants, etc.) only materials from the official kit may be used.
5. Adult partner supervision, guidance and assistance is encouraged and allowed, however, Scouts should substantially, within their own abilities, build the majority of their own car. Professionally modified, “hobby shop”, or pre-modified purchased parts including, but not limited to, speed wheels, axles and bodies, even if they claim to be, or are “Official BSA” are prohibited. It is expected that all car construction and modification will be done by the Scout and his adult partner starting with the stock BSA kit.
6. Cars must be tuned or aligned by the racer, and adult partner. Cars may not be sent to third party facilities for tuning or other performance enhancements.
7. These rules have been written to provide guidance to Scouts as they build their Pinewood Derby car. Although many situations are covered, it is impossible to account for each and every modification that potentially can be made. It is expected that the “intent” of the stated rules will be used as a guideline. Specific questions regarding the rules should be sent the District Committee prior to the race for clarification. No “loopholes” in the rules will be considered on race day. If in doubt, ask.

## Car Specification Rules

1. Physical Dimensions
  - Width - 2 ¾ inches
  - Length - Not over 7 inches (This includes accessories and details)
  - Weight- Not over 5.0 ounces
  - Bottom Clearance - at least 3/8 inches between car and track surface (This is to clear the center guide)
  - Car height must not exceed 2 ¾ inches, as not to interfere with any detectors that cross above the track at the finish line
2. Cars must be built only from materials obtained from official Boy Scouts of America Pinewood Derby kits available.
  - a. The body of the car must be made from the block of wood provided in the official BSA Pinewood Derby Kit (#17006). Cars constructed from pre-shaped body kits are not allowed.
  - b. The wheels of the car must be from the official BSA Pinewood Derby Kit or the official Pinewood Derby Axles and Wheels replacement kit (#17007) or the BSA approved color wheels (#17553 thru 17557).
  - c. The axles of the car must be from the official BSA Pinewood Derby Kit or the official Pinewood Derby Axles and Wheels replacement kit (#17007). Burrs can be removed from the axle, and axle polished, but no other modification is allowed.
3. Specifically prohibited
  - No Pre-cut body model kits
  - No springs or magnets
  - No wet lubricants or silicone spray
  - No starting devices- car must be free wheeling
  - No wheel bearings, washers, covers, or bushings
  - No axles other than what is supplied with the official kit or replacement kit
  - No third party tuned axels.
  - No wheels other than what is supplied with the kit or official BSA Pinewood Derby replacement and color wheel kits
  - No third party tuned wheels
  - No cars riding on anything not a wheel (in example, fins or pins)
4. The cars body may have the axel slots re-cut or drilled, and wheelbase modified, but car must meet all physical specifications.
5. The car must have at least 4 wheels. Wheels may not be altered in any way. Mold projection defects on wheel treads may be removed by sanding lightly. The wheels may be smoothed or polished, but no change in their basic dimensions is allowed. All lettering on the outside and inside of the wheel must be intact. The tread surface must remain flat.
6. Only DRY lubricating powder like graphite or white powder such as the BSA white axle lube (17106) and BSA Graphite (#17019) may be used to lubricate the wheels. The District will NOT provide lubricants. Lubrication must be done at home or outside the facility. Once the car is impounded, it may NOT be re-lubricated.
7. Structural strength is gained only from the wood body. No metal frames or metal axle supports are permitted.
8. The front edge of the car must be behind the starting peg. (So that 100% of the car is behind the starting peg).
9. Body design can be enhanced by adding wood and wood filler or by adding plastic or metal decorations from any source, but car must meet the physical dimensions.
10. Details are allowed, and details must be permanently attached. No loose materials of any kind are allowed on or in the car.

## Race Rules

1. After registration, a car will be inspected for rules compliance.
2. Each car will be issued a number at registration time.
3. Each car must pass inspection by the official Inspection Committee before it may compete. If a car does not pass inspection, the adult will be informed of the reason for the failure, and the scout will be given time within the official weigh-in time period to make adjustments.
4. Only measurement devices provided by the District Race committee will be used for check-in. Any personal scales or other measuring devices brought by racers may be used while tuning the car in the pits, but will not be considered Official. Therefore, these devices will not be used to verify if a car meets the requirements. If the car is built to the EXACT min and max measurements, be prepared to make small adjustments.
5. After rules compliance is met, the car will be impounded by the race officials.
6. From impoundment until the finish of the race, only the pit crew\race officials can handle the car.
7. The First, Second and Third place finishers in the race will be determined by electronic finishing gate and computer software. If there is a computer failure Judges will resort manual recording.
8. During any race, if a car leaves its lane and interferes with another car or suffers any mechanical problems, the racer will be given no more than 5 minutes to repair the car, no times will be recorded and the race will be re-run. If the same car causes interference or breaks down again, the race will be re-run but without the offending car and 9.999sec will be recorded. During the 5 minute repair time, no other changes may be made to the car in addition to correcting the mechanical problem.
9. While our parent volunteers strive to Do Their Best, it is possible that something could occur during a race that affects the outcome. Although very rare, if a racer or adult partner sees something that affects the race results, the track officials must be notified immediately, and prior to the beginning of the next heat on the track. (For example, if a car jumps the track) Once the next heat has begun, no adjustments can be made to the race results.
10. All decisions by race committee are final and not subject to appeal.
11. It is expected that all Scouts, adult partners and parents will act in a "Scout-like" manner during this event. Anyone acting inappropriately or arguing a committee decision will be disqualified and asked to leave the event.
12. Your input on rule changes for next year is most welcome, but these are the rules that will be enforced for all cars entering the District Pinewood Derby this year.

### To contact Sunrise District Derby Master for 2016

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## Change Log

Date	Name	Change
4/1/2014	N.Dodough	Car Spec. 4. – Clarification in the rule applies to car body
4/1/2014	N.Dodough	Car Spec. 3 – Prohibit cars riding on non-wheels
11/15/2015	N. Dodough	Car Spec. 3 – Specifically prohibit pre-cut body