

Rules for the Cars

1. **New Cars Only.** You may not race a car built for any prior Pinewood Derby.
2. **Weight.** Each car must weigh at most 5 ounces (141.75 grams). Anything added to increase the weight must be fixed in place. You may not use moving weights or mercury. Cars that are overweight cannot race, though space and some tools will be available for last minute adjustments.
3. **Size.** The car must be no more than 7 inches long and 2³/₄ inches wide.
4. **Official Parts Only.** Each car must be built using the wood, wheels and axles provided in the official Cub Scout kits. Special axles, wheels or car bodies not provided in the kits cannot be used.
5. **Wheels and Axles.** The wheels may be lightly sanded to smooth out mold marks, etc., but may not be narrowed or grooved or otherwise modified. The axles may be filed or polished to remove imperfections. Wheel bearings, washers and bushings are prohibited. The car may not ride on springs.
6. **Wheel Placement.** The axles must be mounted in the slots pre-cut into the wood. The width between the wheels must be at least 1³/₄ inches. The ground clearance between the car and the track must be at least 3/8 inches. All four wheels must be used.
7. **Lubrication.** The axels may be lubricated. **Only dry graphite may be used. Oil of any kind is prohibited.** No lubrication may be applied after the car has been inspected and turned in.
8. **Detailing.** Cosmetic details such as steering wheel, driver, paint, decals, etc., are okay as long as they do not violate length, width, weight or other specifications. Cars with wet paint will not be accepted.
9. **Only Gravity to Propel the Car.** The car must be free-wheeling with no starting devices.
10. **Whose Car is it Anyways?** Remember the purpose of the Pinewood is for Scouts to make their own cars. Parental help should be restricted to the use of power tools, letting the Scout sand, paint and detail.

Rules for the Race

1. Good Sportsmanship! Anyone not displaying good sportsmanship and good behavior may be asked to leave.
2. Each car will race eight times. Two times on each lane. There will be an electric eye and computer system that will track and record each car's time. The car with the lowest cumulative time of all eight races will be the winner.
3. If a car jumps the track or interferes with another car, the heat will be rerun. If it happens again, it'll be eliminated from that heat.
4. If a car breaks down or loses a wheel, the owner will be given until the next heat to repair the car. For the heat that the car broke down on, the car will be scored in last place for that heat.
5. Following inspection, a Cub may not handle his car again until after all races have been run except to perform repairs allowed in the event of a breakdown.

Awards

1st, 2nd and 3rd place awards will be given for the three fastest cars.

1st, 2nd and 3rd place awards will be given for the car with the best race car design. These awards will be determined by vote of the pack.

1st, 2nd and 3rd place awards will be given for the car with the best creative or original design. These awards will be determined by vote of the pack.

1st, 2nd and 3rd place "Turtle" awards will be given for the three slowest cars.

Post Derby Heats

If you are a Dad, Mom or sibling of a Scout with racing in your blood and want to make your very own car, you will be given an opportunity after the Derby to race your own car down the track. If you do enter a car it must follow all of the rules outlined above. Kits can be purchased at the Scout Shop in West Chicago. Just bring your finished car with you on Derby Day. Also if you are a Scout with cars from prior years and want to see which of your cars is the fastest, bring your older cars with you on Derby Day and you will be give an opportunity after the Derby to race against yourself.