

Algonquin District Pinewood Derby Official Rules



Part I: Important Guidelines And Instructions

1. Race is open to top three finishers in pack derby, not including Tigers.
2. Use only the official Cub Scout Pinewood Derby Kit or Beta Craft Kit to race in the District Pinewood Derby.
3. Car width may not exceed 2 $\frac{3}{4}$ ".
4. Car length may not exceed 7".
5. Car weight may not exceed 5 ounces.
6. Car must have of $\frac{3}{8}$ an inch clearance from the base of the car to the track surface.
7. Length of the wheelbase may not be changed.
8. No wheel bearings, washers, bushings, springs, solid axles, and inferior wheels will be allowed. Furthermore the nails used to attach the wheels must have both ends visible for inspection. This means that no hubcaps or re-drilling of the slots is permitted.
9. All material attached to the car (decals, metal weights, steering wheels or other detail) must be securely fastened to the car. No moving parts or any material if not securely fastened, must be removed before the car is raced.
10. No rounding of wheels, making them to a point and no excessive lightening up of the wheels is allowed. Sanding of the wheels is permitted to remove the excess plastic burr on the wheels surface to make them smooth. No removal of the sidewall lettering or lugs. Axles must be parallel to the track surface with all four (4) wheels touching the track surface.

Part II: Racing The Car

1. Each car will be inspected, weighed, and measured after the boy has been registered and been given a number. Only one car will be allowed per boy. If for any reason a car does not qualify to race, the boy should be given the opportunity to correct the problem. However, the problem must be corrected in time for the car to race in its assigned position. **IF A CAR IS NOT READY TO RACE AS SCHEDULED, THAT CAR WILL BE SCRATCHED.** If you are for any reason concerned that your car will not qualify, arrive early the night of the race so you will have the most time to correct any potential problem.
2. If a car jumps the track during a race, the race will be re-run one time. The results of the second run will be final, even if the same car or another jumps the track. **NO RACE IS TO BE RUN MORE THAN TWICE.**
3. If two of six cars in a race tie for first place, the other four cars will be removed from the track and the two cars that tied will be run-off to determine the victor. If the two cars tie a second time, both will be considered in first place for that race.
4. If none of the cars racing in a heat reach the bottom of the track, the car that has progressed the furthest along the track shall be the winner.
5. **DRY GRAPHITE IS THE ONLY APPROVED LUBRICANT** permitted to be applied to the car. It must be applied before inspection and weigh-in. After a car is inspected and weighed, the judges will retain it until all races are completed. **DO NOT USE OIL BASE LUBRICANTS OR GREASE ON THE WHEELS OR AXLE.**
6. All decisions of the judges shall be final. **NO ONE MAY ARGUE WITH OR DISPUTE A DECISION OF THE JUDGES.** Please remember that the judges are not affiliated with the Pinewood Derby Committee and volunteered their time to assist us in operating the races.
7. The Pinewood Derby Committee has the option to re-weigh and re-inspect the cars before the final race.