g) In each heat, each car will race in each track lane used for that heat.

h) In each race, three points are awarded for first place, two for second, and one for third. For each heat, the car with the most points proceeds to the next heat.

i) If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically place last in that race.

j) If a car becomes damaged and can be repaired in a reasonable amount of time (a few minutes), the race will be run again. If not, the damaged car will automatically place last in that race.

k) There will be at least two judges at the finish line, who will determine the first, second and third place finishers, or an electronic 'Judge' may be used.

6.Inspection and Registration

a) Each car must pass a technical inspection before it may compete.

b) Cars which do not meet these rules will be disqualified. If a car does not pass inspection, the owner will be informed of the reason the car did not pass. Cars which fail the initial inspection may be modified before the races and re-inspected.

c) To enter the race, cars must be registered by the Final Inspection Deadline.

d) No cars may be altered in any way after it has been registered. Damage repair shall be allowed during the Derby only if it does not delay the race, but no modifications shall be allowed.

e) During the race any repaired car needs to be examined again.

f) Any participant may appeal to the Race Committee for an interpretation of these rules. By a majority vote, the Race Committee will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairperson shall be final.

g) Unsporting conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.

7.Rewards and Recognition

a) The most important values in Pinewood Derby competition are good sportsmanship and learning how to follow rules.

a) Trophies will be awarded for i- overall winning car, ii- highest placed Scout car, iii- slowest Scout car to finish within the time limit, including qualifying races but not practice races (Sir Tortoise).

"PINEWOOD DERBY RULES"

Guidelines

The Pinewood Derby is a Scout project. Please feel free to get guidance and minimal assistance to build your Pinewood Derby car.

Please work on your car over a number of weeks, if the project is left to the last minute, the results may be an unfinished car and disappointment.

Please read the following on sporting spirit. While everyone will be trying to win, let's remember the Scout Motto, "Do Your Best," and display good sporting spirit.

Sporting Spirit

Two things the Pinewood Derby needs each participant to learn are 1) the craft skills needed to build a car, and 2) the rules that must be followed. Even more important though, is how we act and behave while taking part in the Pinewood Derby or any other group activity.

When you choose to take part, you accept that most cars will lose, which could include yours. There are only two winners trophies on offer. Support your fellow Scouts and help celebrate their success as you would like them to celebrate yours if you win.

Remember that we all have different skills and that you should do your best. The leaders want to see your best car regardless if it wins or not.

Remember, you are all Scouts first and competitors second. This is having respect for others.

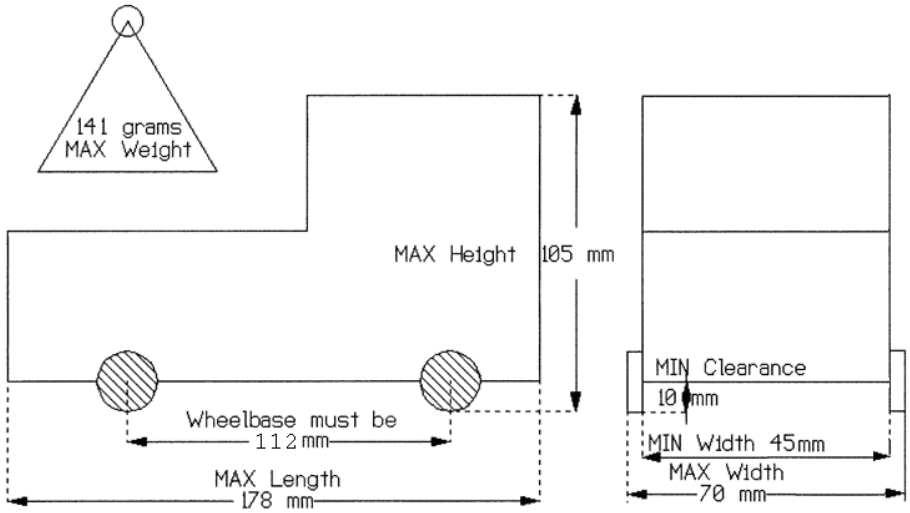
Remember to follow the rules. Without rules, there would be no Pinewood Derby. This is being honest.

Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sport, you must be able to say "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a good car.

Good Luck!

1.Dimensions

Your car should be built by yourself with minimal adult help.
Power tool use should be supervised by an adult.



CARS WITH MORE THAN MINIMAL HELP WILL BE DISQUALIFIED

PLEASE ALLOW YOUR SCOUT TO "DO THEIR BEST"

a) **Maximum overall length** - **178mm (7 inches).**

b) **Maximum overall width** - **70mm (2-3/4 inches),** including wheels and axles.

c) **Maximum height** - **105mm (4 inches).**

d) **Maximum weight** - **141 grams (5 ounces).** The reading of the official scale will be considered final**.**

e) **Minimum clearance** - **10mm (3/8 inch)** between the bottom of the car and the track surface so the car will clear the center guide strip and the curve of the track.

f) **Minimum width - 45mm (1-3/4 inch)** between the wheels so the car will clear the center guide strip.

g) **Wheelbase** - **112mm (4-13/32 inches).** The distance between the front and rear axles **MUST EQUAL 112mm**.

2.Lubrication

b) **Only graphite or powdered teflon "white lube" will be allowed for lubricating the axles**.

b) Only one lubrication is allowed before the beginning of the first heat race and then once again before the beginning of the first race of the finals.

3.Construction and Appearance

a) The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only. No liquids or loose materials are allowed in or on the car.

b) The car should be built using the wooden kit provided. Additional details such as steering wheel, driver, spoiler may be made of other materials. Decals, painting and interior details are allowed.

c) Cars with wet paint will not be accepted.

4.Wheels and Axles

a) Only axles and wheels provided in the Official Pinewood Derby Kit can be used.

b) Wheels may be lightly sanded to smooth out moulding imperfections of the tread area, this is the only modification allowed. **Beveling, tapering, thin sanding, wafering or lathe turning of the wheels is not allowed.**

c) Axles **may not** be altered in any way except for polishing and burr removal.

d) No wheel bearings, washers, bushings, or hubcaps are allowed.

e) The car shall not ride on any type of springs.

f) The car must be freewheeling, with no starting device or other type of propulsion.

5.Ground Rules and Competition

a) The race is open to all members and invited guests of this Troop.

b) Each competitor may only enter one car in the competition.

c) **The finished car should be built by the competitor**. Guidance, advice and minimal assistance can be given.

d) Once registered on the race night cars must not be tampered with.

e) Cars that have competed in a previous Derby are not allowed.

f) Competition will consist of heat races and a series of final heats.