



2012 Pinewood Derby Rules Washington District Grand Prix



These are for cars presented at the Washington District Grand Prix. Cars presented at this level must abide by these rules. These rules are intended for Washington District level competition and supersede all other rules governing the construction, racing, and judging of BSA Pinewood Derby entries.

1. FUN !

- A. Have Fun! As with all Cub Scout events, the first rule is to always have FUN!
- B. Attendance: This is a Scouting event, so all participants, (and all Scouting Leaders) are expected to be in their "Class A" scout uniform, or Cub Scouts come in costume, like a racecar driver (Prize for the best).
- C. In order to keep the events fair to all participants, the following rules have been established. Cars shall qualify for the competition based upon the rules printed herein.

2. General

- A. The rules for the Pinewood Derby are intended to maintain the competition at a level at which most boys are capable of achieving with minimal adult intervention.
- B. In order to qualify for racing, car must be made with the "Official Grand Prix Pinewood Derby Kit", including wheels, axles, and wood block.
- C. Cars must have been made for this school year's Pack-level race. Last years cars are not permitted. The scout's name and the year 2012 must be painted on the bottom of the car.
- D. Only one car may be entered by any person in the Pinewood Derby.
- E. Once cars have been registered, weighted, and certified, they will remain in the possession of the race committee until the end of the competition.

3. Weight and Appearance

- A. Total weight of car may not exceed 5.0 ounces (141.75 grams). See note 11-C on page 3.
- B. The weight shown on the Official Race Scale is final.
- C. No loose materials of any kind are permitted in or on the car. Movable weights are prohibited.
- D. Details such as steering wheel, driver, decals or painting are allowed, as long as these details do not cause the car to exceed the maximum weight, length, height, and width. Cars with wet paint or any other wet spray-on material will not be accepted.

4. Length, Width and Height

- A. Overall Length of the car (measured from the furthest point forward to the furthest point rearward) shall not exceed 7 inches.
- B. Overall Width shall not exceed 2 ¾ inches at the furthest horizontal protrusion, whether it is the body of the car, or the wheels.
- C. The width between the inside of the wheels must be a minimum of 1 ¾ inches wide to ensure that the wheels will fit over the guide strip on the track.
- ** D. Drilling holes for the axles is prohibited. Adjustment of the axle slots is allowed to make the slots square with the body. The minimum wheelbase is 4 ¼ inches and the maximum is 4 ½ inches.
- E. Height of the car shall not exceed 3.00 inches.
- F. All cars must have a minimum of 3/8-inch clearance from the bottom of the car to the track.
- G. The entire car must stage behind the starting pin. Cars are required to have a leading edge which is flat and parallel with the axles. The leading edge must be between (3/8") and (1 5/8") above the track, and a minimum of 1/2" wide. Cars which "ride-up" on the staging pegs may be run backwards, at the judges discretion. (See Diagram "B" below)



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5. Wheels and Axles

- A. No alteration, narrowing, lathe cutting, or re-shaping of wheels (inside or outside is allowed. Light sanding of the wheel treads to remove irregularities is permissible. (See Diagram-A below)
- B. No covers, stickers, or hubcaps will be allowed over the wheels or axles. The axle head must be visible. It is recommended to glue the axles to the wood car body block.
- C. Only the official wheels and axles as provided in the official car kits or the official wheel and axle kits may be used. Do not use similar wheels and/or axels available in hobby stores. These may be more highly machined than the "Official Grand Prix Pinewood Derby Kit" and represent an unfair advantage.
- D. Wheel bearings, spacers, and washers are prohibited.
- E. All cars must have 4 wheels. Three of the wheels must be touching the track surface at all times.
- F. The car must be freewheeling, No starting or launching devices **will be permitted**.
- G. The motion of the car may not be mechanically aided by motors, springs, rubber bands, etc.

6. Lubrication

- A. Only dry lubricant or the new BSA white lube may be used to lubricate wheels. Note: If you plan to lubricate your car, please do so at home. Graphite or dry lubricant which spills on the floor is both difficult to remove and potentially dangerous. Wipe car clean before it is brought to the race.
- B. Once the car has been inspected, it may NOT be re-lubricated except when the wheel is damaged or becomes dislodged during a race.

7. Repairs

- A. There will be an official Pit Area for repairs and alterations. If the car does not qualify at Registration, alterations may be made by the racer and the adult(s) with whom he came with.
- B. It is highly recommended that racers bring their own spare parts, and/or weights. Super glue will be provided, if needed.
- C. If a car requires repairs, the race will be delayed for a maximum of 5 minutes to allow the racer to repair his car. Repairs will be permitted only in the official pit area. The Official in charge of the Pit Area will be the judge of what repairs are necessary and allowable. If wheels or axles are replaced, only those wheels and axles actually replaced may be lubricated.
- D. If the general racing has been delayed 5 minutes, the racer will be called to race, and upon his failure to report to the starting line at this time, he will forfeit the race heat. The heat will be run without the car.

8. Diagrams referenced from above

Diagram-A. (Wheel)

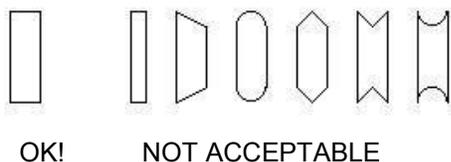


Diagram-B. (Staging of Car)





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9. General Rules

- A. Numbers will be assigned and affixed at registration. The official number shall be clearly marked and visible at all times. The numbers will be placed on the front of the car, that the scout declares at Registration.
- B. No one will be allowed beyond the registration area and into the area immediately surrounding the track except the officials. Those areas will be designated as “restricted.”
- C. Each race will be announced. A “Pit Crew Coordinator” will place cars from pit area into a tray based on the track assignment of that car for that race. The “Pit Crew Personnel” will carry the tray to the Official Starter.
- D. The Official Starter will place cars on track based on lane assignment, make sure that the cars are properly aligned on the track, and then will start the race. He/She will also be the judge of “false starts” and of all matters in the starting area.
- E. Racing results will be determined by a computing timing system which calculates the cumulative time of all race heats for each participant.
- F. When the result of each heat is recorded, the “Pit Crew” will take the cars back to the Pit area.
- G. If during a race, a car leaves the track, runs out of it’s lane, interferes with another car, or loses an axle, etc., the race may be run again. There will be only one repeat race for this reason in any heat. If the same car has such a problem again, the car creating the problem, will be removed from that race heat, declared the loser and the race will be re-run with the remaining cars.

10. Inspections and Disputes

- A. Each car must pass inspection of the Official Inspection Team before it may compete. The Official Inspection Team has the right to disqualify those cars, which do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules before the first heat is run. Any car found to be in violation of this rule after having run one or more heats will be disqualified.
- B. Any participant (including parent of the participant) has the right of appeal to the Rules Committee for an interpretation of these rules. The Rules Committee, by majority vote, will be the final judge of these rules.
- C. Ungentlemanly or un-sportsmanlike conduct by any participant or member of the audience will not be tolerated and will grounds for expulsion from the competition and/or race area.

11. Revisions

- A. **** Rule 4-D Revised 12/04/2010.**
- B. **See other revised rules in bold and underlined print. Revised 09/18/2011.**
- C. Weights on the bottom of the car must be recessed within the car body so that the bottom clearance is not reduced below 3/8-inches.

The decisions of the judges and the Derby Officials will be FINAL.

All decisions will be made in the Spirit of Scouting, fair play, good sportsmanship and FUN!