

## SOUTHERN DISTRICT PINEWOOD DERBY RULES

Car Dimensions:

Maximum Length: 7"

Maximum Width: 2  $\frac{3}{4}$  "

Maximum Height: 5"

Minimum under car body clearance:  $\frac{5}{16}$ "

Minimum distance between inner edge of the wheels: 1  $\frac{3}{4}$  "

Any wheelbase although the wheels cannot protrude past the ends of the car. The total length, including the wheels cannot exceed 7".

Can use any wheel.

Can use any axle.

Assembled weight cannot exceed 5 ounces.

Any lubricant can be used, but if a car is found with liquid of any kind leaking from any area; it may be disqualified at the discretion of the Race Master.

Thrust generation or enhancement devices are not allowed. The car must be powered by gravity only.

## SOUTHERN DISTRICT PINWOOD DERBY

### RULES & GUIDELINE

The Pinewood Derby is one of the most popular events in Cub Scouting. Every year more than a million Cub Scouts with their parents or guardian team up to carve, decorate, weigh, fret over, and finally race a Pinewood Derby car.

The first Pinewood Derby was held in 1953 by Cub Scout Pack 280C of Manhattan Beach, California, and as of 1991 (Ref. 1992 BSA Retail Catalog) more than 81 million Pinewood Derby model car kits had been sold. Wow!!!

The purpose of the Pinewood Derby is to help a Cub Scout build a team relationship with their parent, helper or guardian and to experience a sense of accomplishment and the excitement of competition, learn Win/Lose, good sportsmanship and to have fun. The model cars are made of wood to specified dimensions, created, carved, assembled and decorated by Cub Scouts under the guidance of the parent or helper. The cars are gravity powered and run down a special track.

Any boy or girl who was a Cub Scout in the current Scout year is eligible to enter the race.

## PINEWOOD DERBY CAR SPECIFICATIONS

Must be made of wood. Must be newly built for the current Scout year.

### CAR DIMENSIONS:

Maximum of: Length: 7 inches, Width: 2  $\frac{3}{4}$  inches, Height: 5 inches

Minimum car under body clearance: 5/16 of an inch

Minimum distance between inner edge of the wheels: 1  $\frac{3}{4}$  inch

Any wheelbase, but the wheels cannot protrude past the ends of car.

The total length, including the wheels cannot exceed 7 inches.

### WHEEL SPECIFICATIONS:

Any standard style wheel that plainly says BSA PINEWOOD DERBY on the outside & MADE IN THE USA-OFFICIAL BSA on the backside. The wheel must maintain its original shape but may be machined.

The outer diameter cannot be less than 1.170 inches.

The minimum thread width is 5/16 inch.

No bushings or bearings of any kind. The car must have 4 wheels.

### AXLE SPECIFICATIONS:

Any nail style axle. NO needle axles.

Minimum axle diameter: 5/64 of an inch.

### WEIGHT SPECIFICATIONS:

The assembled car's maximum weight is 5 ounces

### LUBRICATION:

Any lubrication is allowed. But if a car is found with liquid of any kind leaking from any area; it may be disqualified at the discretion of the Race Master.

NO professionally built cars!! The Race Master reserves the right to disqualify any car he determines was not built by the Scout/Helper.

Thrust generation or enhancement devices are not allowed. The car must be powered by gravity only.

### RACE DAY PROCEDURES

All racers or their representative attending the Cubs in Motion Cuboree will check in at registration table and receive a car number.

They will then proceed to the car inspection table.

The car will be inspected.

If car meets specifications, the racer will place their car in the designated area on the table in the pits.

If their car doesn't meet specifications, the racer can then adjust and re-submit car for inspection.

After their car passes inspection, the Scout will receive a patch.

Cub Scouts will race by Dens.

When the racers name is called, they will retrieve their car from the pits and proceed to the starting area.

They will place their car on the track in the lane as instructed by the Race Starter.

They will proceed to end of track and sit in the area provided.

When their race is completed, the racers will pick up their car and return it to the table in the pits.

The Scouts in each Den will race as directed by the Derby staff in multiple lanes.

The separate times will be recorded and averaged.

The Scouts with the 3 quickest times from each Den will receive a prize. First, Second and Third.

The 3 quickest average times recorded by all cars, from all Dens, will determine who qualifies for the final race.

These 3 qualified final cars will be allowed to re-lube, repair and/or adjust at the Race Masters discretion.

Each Scout will race once in each lane.

The quickest average time of these 3 races will determine the race winner.

All 3 finishing positions will win a trophy.

First, Second and Third.