

PIONEER EXPRESS PINEWOOD DERBY RULES March 28, 2020



GENERAL:

Scout Spirit: The Pinewood Derby is for the Cub Scout and his or her car.

Essential Materials: All cars entered shall be constructed from the **Official Grand Prix Pinewood Derby Kit** as sold by the Scout Service Center. Official BSA colored wheels may be substituted for the black wheels. (Kits may be purchased elsewhere if they are of the exact type specified above.)

"New Work": Construction of entries must not have begun before the current Cub Program Year (September 2019).

Official Decisions: Derby Official decisions are final.

EVENT: Show Cars

Event Description:

Entrants will be judged on design, workmanship, detail, creativeness and craftsmanship with 1st, 2nd and 3rd places being awarded.

Conduct of the Competition:

All Cars being evaluated will be on display in the designated impound yard. Judges will inspect and rank cars. Decision of the Judges will be final

EVENT: RACE CAR

Technical Standards:

The inspection judges are responsible to evaluate each car's adherence to the technical standards. Modifications may be made until final check-in. Once a car has passed inspection and placed in the impound yard, no further work may be done.

Wheels and Axles: The wheels shall turn about the axle nails from **the kit**. The axle nails shall be firmly affixed to the wood of the car body. **It must be obvious to the judges that the wheels and the nails from the kit are being used.**

ALL WHEELS MUST TOUCH THE RACE TRACK.

Size: Race cars may be no longer than 7 inches, nor wider than 2 3/4 (2.75) inches, nor taller than 5 inches, as determined by the official gages during race day inspection. No part of the car may protrude past the front of the block. (Underside clearance of at least 3/8 (0.375) inches, inside wheel to wheel clearance of at least 1 3/4 (1.75) inches, and nose height of no more than 3/4 (0.75) inch is recommended, so that the car will run on the racetrack and trigger the finish line electronics. Adequate clearance is the responsibility of the race car builder.)

Weights and Attachment: Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in **the kit**. All weight must be securely fastened to the car. **The car shall not exceed 5.0 ounces.**

Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, or bearings.

Gravity Powered: The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions that may catch on the starting pin.)

Lubricants: Only dry powdered lubricant is permitted.

Staging: The entire car must stage behind the starting pin. There must be flat surface of at least 1/4" (.25 inch) width on the front of the car for the starting pin.

Conduct of the Races:

Car Handling Responsibility: Adult Pit Crew members will place the cars on the track for racing.

Lane Assignment: The Software program shall determine lane assignments for each heat.

Car Repair: If, during the race, a wheel falls off or the car becomes otherwise damaged, then the SCOUT (or a fellow Scout in the SCOUT's absence) with their adult partner, may perform repairs. The adult partner is encouraged to assist the Scout, allowing the Scout to do as much of the work as they are capable. If a car is damaged due to track condition or due to fault of another car, then the track chairman, at his sole discretion, may allow additional repair assistance. Repairs must be done in a timely manner without delaying the race.

Car Interference: Race official may re-run heat if it is determined that a car was interfered with.

Appeals: The Cub Scout accompanied by his/her parent or leader must bring all questions of rule interpretations, procedure and fact to the track officials promptly.