

Pack 3171 Pinewood Derby Rules 2019

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1. General Rules

- a. The Scout Oath and the Scout Law shall be observed by participants and their guests at all times.
- b. Each scout takes their car to the registration table to have their name and number entered into the race database. The car will be marked with registration number at registration time.
- c. After registration, each scout takes their car to the inspection table to have it pass final inspection and be placed, by class, on the starter's table. Once the car is on the starter's table, neither the scout nor his Akela may touch it, unless called upon to race.
- d. As each heat is announced, drivers (scouts) retrieve their own car from the starter's table and place it at the starting gate. The starter releases the gate.
- e. Each car will race six times, twice in each lane. The cumulative time of all six races will be used to determine the winner of the race.
- f. After the race, cars are returned to the starter's table.
- g. If a car leaves the track, runs out of its lane, interferes with another car, jumps the track, or loses an axle or any other part that affects the race result, if the car can be repaired quickly, the heat will be run again, and the first result discarded.
- h. Judges' decisions are final.

2. Race Car Rules (Stock and Open Class):

- a. The car must have been built by the scout and his Akela (parent, guardian or other leader) within the last year.
- b. The width of the car shall not exceed 2-1/4 inches.
- c. The length of the car shall not exceed 7 inches.
- d. The height of the car shall not exceed 3 inches.
- e. The weight of the car shall not exceed 5 ounces.
- f. Wheel bearings, washers, and bushings are prohibited.
- g. Only dry lubricants, such as powdered graphite or silicone, may be used for lubrication of the axles.
- h. The car must stand alone, not riding on any kind of spring or other device.
- i. The car must be freewheeling, with no starting devices.
- j. No loose materials of any kind are allowed in the car.
- k. Axles must be inline with the slot provided on the BSA approved block of wood. *(ie you may not spread your axles further apart or closer together)*
- l. No axle bending, 3 wheeling, or rail riding.
- m. Axles, wheels, and body wood shall be as provided in the Official Grand Prix Pinewood Derby Kit.

4. Scout Favorite and Creative categories:

- a. The scouts will have the chance to vote on which cars they think should win the "Scout Favorite".
- b. Other judged and awarded categories include, Most Realistic, Most Scout Spirit, Funniest, best paint Job, most Original Design, Best Themed. *(Description Below.)*

Most Realistic - looks like a real car | **Funniest** - Funniest Design | **Most Scout Spirit** - overall scout colors design, insignia, etc | **Best Paint Job** - smoothest, coolest, most creative paint job | **Most Original Design** - something creative, concept type, or creative design | **Best Themed** - best use of overall theme (ie Harry Potter, Star Wars, etc)