



Know the RULES

Each car must pass inspection by the official inspection committee before it will be allowed to compete.

Following are the main inspection points

- The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
- The overall length of the car shall not exceed 7 inches.
- The overall width of the car shall not exceed 2 ¾ inches.
- There is no maximum height of the car, but it must pass under the finish gate.
- The car must have 1 ¾" clearance between the wheels.
- The car must have 3/8" clearance underneath the body.
- The wood provided in the kit must be used. The block may be shaped any way that is desired.
- Only official BSA wheels such as those supplied with the kit must be used. The wheels may not be cut, drilled, beveled or rounded. You may only remove the seam or any imperfections caused by the manufacturing process from the wheels.
- The axles supplied with the kit must be used. They may be cleaned but not tampered with.
- Wheel bearings, washers or bushings are prohibited.
- The car must not ride on any type of springs.
- The car must be freewheeling, with no propulsion devices.
- No loose material of any kind, such as lead shot, may be used.
- All cars must have four wheels on the track.

Rules during the race:

- If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
- If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation, the track chairman may order the race to be rerun after the track is repaired.
- If, during a race, no car reaches the finish line on the track, the heat shall be run again.
- If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.
- Cars must be built new for this season and cannot have been raced in previous years.
- Only one car may be registered by any person in the Pinewood Derby.
- Only dry lubricants such as graphite will be allowed for lubricating the wheels. Lubricants may not foul the track.
- Only one lubrication is allowed before the beginning of the first race.
- Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications.
- Cars must be powered by gravity only!
- The front of the car cannot be designed to gain an unfair advantage by shortening the distance between the start pin and the finish line sensor and the car design cannot otherwise interfere with a fair start.
- No part of the car can extend past the starting pin.

Remember, the goal of the Pinewood Derby is not to win at all costs, but to have the scouts do as much on their own as their age will safely allow. This event should be about camaraderie, fun, and sportsmanship, not internet research and engineering. These rules are not exhaustive, and any act or design that runs counter to the spirit of scouting may also result in disqualification, even if not specifically prohibited in these rules.