

Buckskin Council Pinewood Derby Rules (Revised Dec 2019)

Car Specifications

1. Physical Dimensions

- Width - 2 3/4 inches
 - Length -Not over 7 inches
 - Height- Not over 4 inches
 - Weight - Not over 5.000 ounces
 - Minimum width between the wheels must be 1 3/4 inches
 - Bottom Clearance - at least 3/8 inches between car and track
2. All cars raced must be built for use this year.
 3. Cars (block, axles & wheels) must be built only from materials obtained from official Boy Scouts of America Pinewood Derby kits, available only thru Buckskin Council Scout Shops or National BSA Supply (www.scoutstuff.org). Hobby Lobby kits are not official BSA kits.
 4. Specifically prohibited
 - No springs
 - No magnets
 - **Wheels cannot be modified in any way**
 - No wet paint or glue on cars
 - No wet lubricants
 - No starting devices - car must be free wheeling
 - No wheel bearings, washers, covers (either side), or bushings
 - No paint or markers on wheels
 - No one piece axles
 - No silicon spray
 - No axles other than what is supplied with the official kit
 - No wheels other than what is supplied with the official kit
 5. Details are allowed, but car must meet the physical dimensions, and details must be permanently attached.
 6. Axles may be repositioned, and wheel base modified, but car must meet all physical specifications.
 7. No loose materials of any kind are allowed on or in the car.
 8. The front edge of the car must be behind the starting peg. (So that 100% of the car is behind the starting peg).
 9. Dry powder graphite and dry powder Teflon are the only lubricants to be used.

10. Burrs can be removed from the axle, and axle polished, but no other modification is allowed. Axles can not be grooved or bent.

11. Structural strength is gained only from the wood body. No metal frames, carbon fiber or metal axle supports are permitted.

12. Body design can be enhanced by adding wood and wood filler or by adding plastic or metal decorations from any source.

13. At least 3 wheels must touch the ground at all times. A minimum of four wheels must be present and in working condition.

Ground rules

1. Scouts eligible to race at council level are:

(a) first place overall winner from each Pack

(b) 1st, 2nd, and 3rd place winner at the district level.

2. Judges will determine the 1st, 2nd and 3rd place finishers in each race.
3. All decisions by race officials and judges are final and not subject to appeal.
4. Each car must pass inspection by the race officials before it may compete. All cars are subject to post race inspection, which includes disassembling. Any violation of the above rules will result in a disqualification

If, at registration, a car does not pass inspection, the owner will be informed of the reason for the failure and will be given time within the official weigh-in time period to make adjustments.

5. There will be at least two judges at the finish line, which will determine the first, second and third place finishers. The judges may or may not decide to use the electronic finisher for confirmation or to resolve finishes too close to call. If judges disagree about first, second or third places, they can decide to re-run the race.
6. Any participant (including parents of participants) may appeal to the race officials and judges for an interpretation of these rules.
7. Heats may be re-run at the discretion of the race officials (i.e. fouled track, broken car, etc.).
8. After final approval, cars will be re-inspected if they are damaged in handling or in a race.
9. If a car is damaged, the owner will be allowed 5 minutes to make repairs, See rule #8.
10. Good Sportsmanship will be observed by all Cub Scouts, parents and helpers during the Derby! Cars will be disqualified if the Scout or their helper display unsportsmanlike conduct on the race site. Race officials and judges reserve the right to remove any Scout or helper due to unsportsmanlike conduct.
11. If a car jumps the track, the race may be run again. If the same car jumps the track a second time, that car will automatically place last in that race.
12. Each Scout may enter only one car in the competition. Several cars may be constructed, but the same car must be used at the unit, district and council level.
13. Only race officials and Scouts participating in the current race may enter the track area. This rule will be strictly enforced.
14. Each participant will race their car on the day of the Pinewood Derby. No proxy drivers allowed.
15. Any racer that re-lubricates their car, adds weight to their car or otherwise alters their car during the race will immediately be disqualified.
16. Cars cannot be modified or lubricated after impoundment.
17. From impoundment until the finish of the race, only the Scout or designated race official can handle it.
18. Weight may be added or subtracted at weigh-in, but not to exceed 5.000 total ounces.
19. Each car will be issued a number at registration time.
20. During registration, a car will be inspected for rules compliance.
21. After rules compliance is met, the car will be impounded by the racing officials.
22. All racers must be registered Cub Scouts in the Buckskin Council.

The purpose of the Pinewood Derby

Is to help the Cub Scout build a team relationship with their parent or helper, experience the sense of accomplishment, learn new skills, the excitement of competition, learn win/lose good sportsmanship, and HAVE FUN! The model cars are made of wood to specified dimensions, created, carved, assembled and decorated by Cub Scouts under the guidance of their parents or helpers.

