



## TWIN LIGHTS DISTRICT PINWOOD DERBY RULES AND REGULATIONS



### Length, Width and Clearance

1. Cars must be built using the materials in the Official Pinewood Derby Kit. This includes the pinewood block, axles, and wheels. With the exception of decorative and construction items (weights, glue, lubricants, finishing materials), only materials from the official kit may be used. Separately purchased items (contoured pinewood bodies, machined wheels, and polished axles) are specifically prohibited.
2. \*The wheelbase (distance between front and rear axles) may not be changed from the body kit distance of 4-1/4".
3. Maximum overall width (including wheels and axles) must not exceed 2 3/4".
4. Minimum width between wheels shall be 1-3/4" so the car will clear the center guide strip.
5. Minimum clearance between the bottom of the car and the bottom of the wheels shall be 3/8" so the car will clear the center guide strip. It is recommended that weights on the bottom of the car be inset so they are flush with the bottom of the wood block.
6. Maximum length of the car shall not exceed 7".
7. Maximum height of the car shall not exceed 5".
8. Cars may not protrude beyond the starting line mechanism.

### Weight and Appearance:

1. Weight of the car shall not exceed 5 ounces (141.7 grams). The readings of the Official Race Scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
2. Using tape (masking, scotch, etc.) to hold weights on the car may be allowed at individual Pack Pinewood Derbies but it is RECOMMENDED at the Twin Lights District Pinewood Derby Run-Off that all weights and accessories be glued in place to avoid weights falling off mid-race to avoid interfering with other cars. Please have all weights securely fastened.
3. Details such as steering wheel, driver, spoiler, decals, painting, and interior details are permissible as long as these details do not exceed the maximum length, width, height and weight specifications.

### Wheels and Axles:

1. Only the Official Scout Grand Prix wheels and axles can be used. Axles may be polished. Solid axles are strictly prohibited.
2. Wheels may be lightly sanded to remove the mold projection on the tread. This light sanding is the only wheel modification allowed. Beveling or tapering of the wheels is prohibited. No rounding or spiking of the wheels is permitted. Hubcaps and wheel covers are prohibited.
3. Wheel bearings, washers, or bushings are prohibited.
4. Car shall not ride on any type of springs.
5. Cars must be freewheeling with no starting device or other propulsion.

### Lubrication:

1. Only dry powdered lubricants, such as graphite, may be used.
2. Cars may be lubricated before inspection. No other lubrication will be permitted.

### Race Day:

1. Cars will be inspected during registration for compliance to the specifications.
2. Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of any violations and given an opportunity to modify the car to meet these rules.
3. Cars can be re-inspected at any time. If the car does not meet specifications, it must be brought into compliance before its next scheduled race or be disqualified. A maximum of five minutes will be allowed a participant (or his designated adult) to bring his car into compliance.
4. Any participant (including a parent or guardian of a participant) has the right to appeal to the Judging Committee for an interpretation of these rules. The Judging Committee, by majority vote, will be the final interpreter of these rules. In case of a tie vote, the decision of the Race Committee Chairperson will be final.
5. Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience could be grounds for expulsion from the competition and/or the race area.

### The Race:

1. The Twin Lights District Run-Off is limited to the top scout in each of Tiger, Wolf, Bear, and Webelos Scouts from each Pack in Twin Lights District as determined in their individual Pack Pinewood Derbies.
2. Cars must have been made for this Scout year. Cars must be built after the start of the current school year for entry in the Twin Lights District Pinewood Derby Run-Off. Cars made in prior Scout years are not allowed.
3. All cars will be impounded in Racers Alley immediately upon completion of inspection. No racer shall handle or touch any car following final weigh in and registration until it is his time to race.
4. Only race officials and boys racing in that heat will be permitted in the track area. This rule will be strictly enforced.
5. If a car suffers a mechanical problem *during* a heat (loses an axle, breaks a wheel, etc.), the participant or a designated adult will have up to five minutes to fix the car. The heat will be rerun.
6. If a car suffers a mechanical problem *after* a heat, the participant or a designated adult will have five minutes or until its next scheduled heat to fix the car. The heat will not be rerun.
7. Proxy racing is allowed, but only one car per Scout is allowed. This means that the winning car from the pack can be raced by another scout if the winning scout cannot make it.