

## Rules for the Pinewood Derby Race

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1. Each Cub Scout must use the current standard Cub Scout Pinewood Derby Kit issued by the pack. Only the wheels and nails and block of wood that come with the kit are allowed. Cars must be made for the current program year.
2. Wheel bearings, washers and bushings are not permitted.
3. Use wood glue or model airplane cement to hold the pin axle in the car body.
4. Wheels may not be altered in any way. Mold projections on wheel treads may be removed by sanding lightly.
5. Overall body width not to exceed 2 ¾". Length not to exceed 7".
6. No loose materials of any kind are permitted in or on the car.
7. A parent or adult guardian is to be with the Cub Scout during registration and weigh-in at the Derby Race.
8. No oil, grease or silicone spray should be used on axles or wheels. Only powdered graphite is permissible and must be applied prior to placing the car in the race 'pit' area. Additional graphite may not be applied between races. For the race at the Mall, all graphite must be applied outside of the building. No graphite may be applied inside the mall (mall rule).
9. Cars will be weighed in and must not be over 5oz (141.75g). If they weigh more, the parent or adult guardian is responsible for making adjustments. Race officials will not make adjustments to cars. No car will race unless it meets the weight requirements!
10. Registered cars will be given a Derby participation number by the registrar at weigh-in and will then be placed immediately in the pit area.
11. Cars will not be allowed to leave the "race pit" for adjustments.
12. Cars will not be touched by anyone other than the Cub Scout or race officials after weigh-in. No work may be done on cars once they are weighed-in except in an emergency, such as a wheel falling off.
13. If a car loses a wheel during the race, the Cub Scout and one adult only will be permitted to try to fix the car in the pit area. Repair time limit - 5 minutes.
14. Any two cars tying will be re-run immediately. Any close finishes will be judged by the finish judges whether to be re-run again or declare which is the winner.
15. The ruling of the judges will be final. Arguing with any race official, either by a Cub Scout or an adult, is a ground for immediate disqualification of the Cub Scout's car.