Cornhusker Council BSA

All District Unified Race and Show Rules for District and Council Level Pinewood Derby

RULES & REGULATIONS

The Pinewood Derby is open to all registered Cub Scouts Lion through Arrow of Light

Each pack may send up to 12 participants in the Race category and up to 12 in the show category from each Pack Race. (Either the 12 fastest overall times or the fastest time from each den level)

For District and Council Level races in the interest of time with the expansion of Family Scouting there will no longer be an outlaw category though Packs are still welcome to hold these special category events at the Pack level.

Each District will be able to send the 12 fastest participants and the winners of the respective show categories to the Council Level Race

Race AND Car Show Entries:

1. **All Scouts should be in "Field Uniform"** (official BSA shirt & neckerchief) **on race day**. ***Scouts not in uniform will not be allowed to check-in if your District check in occurs on race day. (if you do not possess an official Cub Scout uniform please contact the Council Service Center for assistance)***
2. Each car must pass inspection by the official inspection team during the District designated check in time (see specific District Packet, published separately, for check in times and other district race details) If a car does not pass inspection, the owner will be informed of the reason for failure and allowed time within the check-in & inspection period to make adjustments if the required adjustments are possible. The inspection team reserves the right to disqualify cars that do not meet the specifications or conditions after inspection, upon which those cars will not be eligible for awards.
3. The car must have been made for this year's (2019) race **(no repeat cars)**.
4. Axles, wheels and body wood shall be used as provided in the **Official Pinewood Derby Kit. (Official BSA Derby Wheels of colors other than Black may be substituted)**
5. **Once a car has been checked-in and inspected**, only the race officials may handle the car. Be sure to lubricate (graphite) your car **prior to Check-in & Inspection in the designated area listed in your particular District race packet**. Once your car has passed inspection, you will not be allowed to handle it again until after the awards presentation.

Race Entries: ***(Cars entered in the Race will not compete in the Car Show at the District Level.)***

6. Axle slots must be used as provided in the **official Pinewood Derby Kit.**
7. The width of the car shall not exceed 2¾ inches.
8. The width between the wheels shall be at least 1¾ inch.

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9. The length of the car shall not exceed 7 inches.
10. The height of any Race car needs to be able to clear the potential overhead timing device of the official track for your district, no taller than 4 Inches is requested for Race vehicles.
11. The distance between the bottom of the car and track must be at least 3/8 inch in order to run freely, this includes any undercarriage weight systems.
12. The car shall not exceed 5 ounces (141.7475 grams) as weighed by your official District scale(s).
13. Wheel bearings, washers, bushings or altered axels are prohibited. (burr removal and polishing are allowed but the cutting of grooves or lubricant pockets and bending are not.)
14. No modification of the wheel, or wheel profile, is allowed. Removal of excess plastic due to mold overflow is allowed. **Excessive sanding, rounding or shaping of the wheel is prohibited**.
15. The car shall not ride on any form of spring.
16. Any details added to the car must be within length, width and weight limits.
17. The car must be freewheeling, with no starting devices (starting devices include, but are not limited to, magnets or adhesive on the nose of the car).
18. Loose materials of any kind (such as lead shot) are ***not allowed*** in or on the car.
19. Only BSA Lube or graphite is allowed as lubricants. Liquid lubricants are ***not allowed.***
20. **Each car will run one qualifying race in each lane of the official designated District track**. The 16 fastest cars (those with the lowest cumulative / average times from these races) will advance to the Finals (if your District race holds a Finals or "Sweet 16"). The car with the lowest calculated cumulative / average time is the winner and the same method will be used to designate the descending place finishers 2nd ,3rd, 4th and so on. The top 12 calculated cumulative / average times will qualify to move on to the Council Level Race.
21. **If a car leaves the track**, runs out of its lane, interferes with another car or loses a wheel, the heat will be re-run. If the same car causes problems on the re-run heat it will be disqualified and removed from further competition. If, on the re-run heat, another car is interfered with, the heat will be re-run again, without the disqualified car. **Decisions of the officials are final and not up for discussion. Rules will be followed strictly and enforced to the letter**

Car Show Entries: (Cars entered in the Car Show will not Race at the District Level)

22. Car show categories are as follows:
    Best of Show all Classes (voted on by the Scouts)
    Best of Show by Rank (voted on by the Scouts of the same rank)
    Best Design with a Scouting Specific Theme (Celebrity Judges)
    Best Design with a "Patriotic" or Armed Forces/Public Service theme (Celebrity Judges)
    Best Design "Commercial" resembling an actual make or model of vehicle either race or commercial (Celebrity Judges)
    Best "Fantasy" or non-vehicle design (Celebrity Judges)