

Official Three rivers District Pinewood Derby Rules

1. Car must be constructed from the **current OFFICIAL CUB SCOUT /BSA KIT**. No other type cars or components will be allowed, including the Awana Car.
2. Construction of ALL entries must have begun AFTER last year's race.
3. Any scout in the derby may register only 1 car (race and/or show).
4. The overall weight of the car shall not exceed 5.0 ounces (142 grams). The official scale shall be considered final.
5. The overall width of the car shall not exceed 2 3/4" (inches), length shall not exceed 7" (inches).
6. The car must have 1 3/4" (inches) between the wheels (between left and right sides of the car).
7. The car must have 3/8" (inches) clearance underneath the body.
8. The wood provided in the kit shall be used. The block may be shaped in any way that is desired, provided it complies with the dimensions listed here.
9. The wheels supplied in the **current BSA kit or official BSA wheels** must be used. **The wheels may not be cut, drilled, beveled, lathed, lightened, or rounded. (NO EXCEPTIONS).** You may remove the seam from the wheel (light sanding). Note: wheels may not be lightened to reduce the weight of the wheel (interior or exterior). Wheel surface should be flat and remain parallel to the axle.
 - *Note: wheels and axles/lubricants are the areas that generate the most problems on race day. Rounded wheels, H or A shaped tread, non-current wheels, wet lubricants and/or any significant wheel modification will result in a disqualification.*
10. The axles supplied with the kit must be used. They may be polished and/or lubricated, but **ONLY dry lubricant may be used.** Hubcaps or other lubricant retaining devices are **not allowed**.
11. Wheel bearings, washers, and bushings are prohibited.
12. The car must not ride on any type of spring or suspension system.
13. The car must be freewheeling, with no starting devices. This includes gate triggers (for clarification, gate triggers are defined here as anything added to the car that would give it a starting advantage).
14. No part of the car may go past the starting line while at the starting gate
15. No loose material of any kind may be used.
16. The car must have no moving parts.
17. All weights must be securely fastened to the car. No moving or sliding weights of any kind will be permitted, ie- lead shot, liquid weights, moving weights, or suspended weights.
18. Cars may be entered for both show and race.
19. Cars entered for show-only will not be required to comply with the length, width, or weight rules. Cars cannot be taller than 7" (inches). Displays will not be allowed. Cars will be judged by their own merit. See the "Show Judging Rubric" for categories and weighting of each category.
20. The Race Chairman shall be the final judge for any rules question/interpretation.

RACE DAY

1. No use of graphite lubricant in the race building.
2. No handling of cars after check-in, except to take to the track for a race.
3. If, during the race, a car leaves the track without interfering with its opponent(s), it shall be considered to have ended its heat at that point.
4. If a car leaves its lane, the Derby Chairman, at his sole discretion, may inspect the track and, if a track fault is found which probably caused the initial violation, the Derby Chairman may order the race to be re-run after the track is repaired.
5. If during the race, no car reaches the finish line on the track, the car that went the farthest in its lane shall be declared the winner.
6. If, during a race, a car leaves its lane, and in doing so, interferes with another racer, the car at fault shall be declared to have lost the race. The remainder of the cars may be re-run.
7. If a car is damaged during a race and needs repairs, the Derby Chairman shall be notified prior to repairs. The car must be re-inspected.