Atlanta Brave Pinewood Derby Sponsored by NAPA AutoCare

Race Rules

Purpose

The goal of the Pinewood Derby like many Scouting activities is FUN with a purpose. We intend for our Cub Scouts to have fun, learn sportsmanship, grow adult associations, feel a sense of accomplishment, and experience the thrill of competition. Our volunteer organizers have designed this experience to show our Cub Scouts how to have fun in a competitive environment. Please join us in modeling this behavior. Good luck!

Length, Width and Clearance

a) The maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches.
b) The minimum width between the wheels shall be 1-3/4 inches so the car will clear the center guide strip on the track.
c) The minimum clearance between the bottom of the car and the track surface shall be 3/8 inch so the car will clear the center guide strip on the track.
d) The maximum overall length shall not exceed 7 inches.

Weight and Appearance

a) Weight shall not exceed 5 ounces. The reading of the official 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 the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.
b) 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 or weight specifications.
c) Cars with wet paint will not be accepted.

Body, Wheels and Axles

a) Axles and wheels must be official BSA axles and wheels. (As provided in the kits or sold at the Scout Shop)
b) You MUST use the block of wood provided. Purchasing pre-made bodies is NOT ALLOWED.
c) Wheel bearings, washers, bushings, and hub caps are prohibited.
d) The car shall not ride on any type of springs.
e) The car must be free-wheeling, with no starting device or other type of propulsion.

Lubrication

a) Only graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels.

Ground Rules and Competition

a) The race is open to all registered Cub Scouts.
b) Each scout may enter only one car in the competition.
c) If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically lose that race.
Race Rules (Cont.)

d) If a car leaves its lane and interferes with another car, the race will be run again. If the same car leaves its lane a second time and interferes with another car, the interfering car will automatically lose that race.

e) If a car becomes damaged and can be repaired in a reasonable amount of time (a few minutes), the race will be run again. If not, the damaged car will automatically lose that race.

f) Only race officials and Cub Scouts participating in the current race may enter the track area. This rule will be strictly enforced.

Inspection and Registration

a) Each car must pass a technical inspection before it may compete. Technical inspection and registration of cars occurs at the start of the race day and will continue until all cars have raced once.

b) The Inspection Committee shall disqualify cars which do not meet these rules. If a car does not pass inspection, the owner will be informed of the reason the car did not pass (too long, too heavy, altered wheel base, or the like). Cars which fail the initial inspection may be modified for final inspection and registration.

c) To enter the race, cars must have passed inspection and be registered by the Final Inspection. Deadline is 9:00am.

d) No cars may be altered in any way after it has been registered. Damage repair shall be allowed during the Derby only if it does not delay the race, but no modifications shall be allowed.

e) After passing inspection, no car shall be re-inspected unless repaired after damage in handling or in a race.

f) Ungentlemanly or unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.