



2023 District Pinewood Derby Rules

April 1, 2023

Check-in begins at 1:30pm

Race starts promptly at 2:30pm

RACE INFORMATION – The location of the race is still to be determined. Be sure to **arrive no later than 2:00pm** so that you can check your car in as the race will **start promptly at 2:30pm**. Please be sure to read these rules, *cars that are not in compliance will not be allowed to race.*

CARS – Scouts must **use the official BSA pinewood derby kit**. No precut hobby shop cars or “Kit” cars will be allowed. Cars are to **be built new for 2023**, please do not bring cars from years past.

INSPECTION – Cars must pass inspection on the day of the race to compete. Race officials may disqualify cars at any time if found to be in violation of these rules or otherwise illegal.

WIDTH – Overall width must **not exceed 2.75 inches**. Width between the wheels must remain at 1.75 inches.

LENGTH – Overall length must **not exceed 7.00 inches**. The shape of the body cannot allow the car to extend beyond the starting pin on the race track.

WEIGHT – Cars shall **not exceed 5.00 ounces**. You may hollow out the body to insert weights or build the body up by adding wood, metal, etc. **Be careful when placing weights under the car, cars need a minimum of 3/8” between the wheels and the bottom of the car to clear the track center guide.** All cars will be weighed using the official scales on the day of the race. If your car exceeds the weight limit, you may use your own tools to decrease the weight.

WHEELS – Only official BSA wheels will be allowed. Wheels may **NOT be altered in any way**. Sanding (even a little bit) or otherwise modify the wheels is absolutely prohibited. Wheels shall be installed so as the entire surface of all four (4) wheels are in contact with the race track. You must use the wheels provided in your kit. Applying graphite or other lubricant to the wheel surface (tread) is not allowed and will be required to be removed prior to weigh-in.

AXLES – The **nails provided in the official kit must be used for the axles**. The nails may NOT be turned down by machine. They may be smoothed **lightly** with sandpaper and the burr on the nail head may be filed down. No bearings, bushings, washers, tubes or springs will be allowed. No one-piece axles will be allowed.

AXLE SLOTS – You are **required to use the axle slots** that are provided in the wood block, **axle slots may NOT be moved or otherwise drilled or modified**. The distance between axles will be measured at weigh-in for compliance. Please be sure the axles should be positioned to give the car **at least 3/8-inch ground clearance**.

LUBRICATION – **Only dry graphite lubricant is allowed**; no type of liquid or other lubricant is permitted. Once the car has passed inspection, it may NOT be retrieved for lubrication; re-lubrication during the race is not allowed.

REPAIRS – If a car malfunctions during a race, the race will NOT be restarted unless the car interferes with another racers car. If the car crosses the finish line in its lane, the results will stand and race officials will determine if the participant will be allowed to make a repair before the vehicle's next race. After the car has passed inspection, any approved repairs must be made under a race official's supervision and within a five-minute time limit. Upon completion of the repair, car weight will be checked again for compliance.

UNIFORMS – On race day, Scouts are encouraged to wear their Class A Uniforms (Class B T-shirts are acceptable).

GOOD SPORTSMANSHIP – **It is required!** Any Scout, parent or member of the audience being disruptive or displaying poor sportsmanship will be asked to leave; this should be a great day for everyone so let's have fun!

--- DECISIONS BY RACE OFFICIALS ON RACE DAY ARE FINAL AND CANNOT BE APPEALED ---