



Official Lakeshore District Pinewood Derby Rules

The following rules will govern the Pinewood Derby race. On the race day the cars will be inspected to insure compliance with the rules. Any car not in compliance with the following rules will be disqualified and not allowed to race.

1. Each Scout is allowed to enter one car only. All cars must be made for this year's race. Cars built for previous years will not be eligible. Each unit is allowed three representatives; they should be the first, second and third place participants for each unit. Should those participants be unavailable or do not wish to compete the unit can designate alternates at their discretion.
2. Maximum overall width (including wheels and axles) shall not exceed 2.75" (69mm).
3. Minimum width between wheels shall not be less than 1.75" (45mm).
4. Minimum clearance between the bottom of the car and the track shall be 3/8" (10mm).
 - Rules 3 and 4 allow the car to clear the guide strip.
5. Maximum overall length shall not exceed 7.25" (177mm).
6. Maximum overall height shall not exceed 5" (127mm).
7. The wheel base (distance from front wheel axle to back wheel axle) must be 4.24" (108mm)
 - This is the distance between the axle slots on the BSA kit. If the slots are not square with the body, you can cut new slots or drill holes (wheels must be removable if holes are drilled for inspection to ensure no straight axles are being used) as long as you maintain this distance.
8. Weight shall not exceed 5 ounces (142 grams).
 - The cars are faster when they are heavier. However, weight them carefully yourself before coming to the event.
 - The weight will be determined by the Official Race Scale.
9. All weights must be firmly secured to the car. No moveable, loose or liquid weights are permitted
 - The car may be hollowed out and built up as necessary, and filled with weights to bring the car up to the maximum permissible weight. Only wood, metal or hot glue can be used to increase the weight of the car.
 - If your car is below the official weight, you can add weight to it before the race begins provided the weights comply with this rule.
10. The car must use wheels, axle and body provided in the OFFICIAL BSA KIT ONLY!! No straight through axles are permitted.
 - When you mount the wheels, make sure you get them straight and fasten the axle securely to the body. If the wheels are not straight the car will be slower. If they are not fastened securely the wheels could fall off (this is the most common problem during the race).
 - The body of the car can have accessories such as steering wheels, spoilers, a driver and decals for decoration. They must be firmly affixed to the car and must not make the car exceed permissible length, width, height and weight listed above.





11. The axles can not be modified other than to sand or file them to remove the ridges under the head of the axle. The diameter of the axles cannot be changed.
12. The axles must be visible to insure that straight through axles have not been used or the wheels must be removable for inspection by race officials as stated above.
 - If the axles can not be seen or removed for inspection the car may be disqualified at the discretion of the racing staff. If the wheels are removed for inspection the participant will be allowed to adjust the wheels at the station under the supervision of the race officials.
13. The wheels cannot be modified other than to remove flashing. The size and shape of the wheels cannot be modified.
- 14. Dry graphite is the only lubricant that is allowed.**
15. All four wheels must touch the ground at the same time.
 - You can angle the axles so the wheels ride on the edges if desired. However you cannot angle them in such a way that only three wheels touch at one time.
16. Wheel bearings, bushings, washers, springs or 4 other types of suspension are prohibited.
17. The car cannot use any type of propulsion. The wheels must be free wheeling.
18. Cars cannot have wet paint at the time of the race.
19. If a car suffers a mechanical problem such as losing a wheel and can be repaired in a reasonable amount of time as determined by the race officials, the heat will be run again. If the car cannot be repaired the car will automatically lose the heat and will be out of the event.
 - Only race officials can repair the cars.
20. If any car interferes with any other car during a heat (such as jumping the track) the heat will be run a second time. If that same car interferes with any other car a second time that car will automatically lose the heat and the heat will be run without the interfering car.
21. Each car must pass inspection by the Official Inspection Team before it may compete. The inspection team has the right to disqualify any car which does not comply with these rules. Car owners will be informed of the problem and given an opportunity to modify the car to meet the rules. Please note that only the Official Race Committee Staff will be permitted to touch or move the cars after the official inspection. Once your car has been accepted it will be impounded until the end of the race. You must wait to claim your car until after the awards presentation.
- 22. The decisions of the judges are final!** Please remember that we are here to have fun, not to determine the fate of the world. Our judges try their best to be fair and ensure every boy has a chance to compete. Their instructions are to be followed both to the letter and the spirit of the rules.
23. This is meant to be a joint parent/son project. The intent is to teach the boys how to make things through proper use of tools. We expect the older boys to do the bulk of their own work. We expect the parents to give substantial help to younger boys. **THIS IS SUPPOSED TO BE A FUN LEARNING EXPERIENCE, NOT A COMPETITION BETWEEN PARENTS.** Your child can learn as much by losing as by winning in an event like this, it will depend on how you handle it on how the boy will respond. The boys' will forget about the loss real fast so don't dwell on it, make it a positive experience.

REMEMBER THEY MADE IT THIS FAR!! BE HAPPY!!

