

Black Otter District Pinewood Derby Rules for the Cub Scout Class

These will be the “only” rules used by the Black Otter District. Do not use any other rules found anywhere. It is recommended that these rules be handed out when the Cub Scouts get their cars. The Open Class rules have been put on a separate page. The Scout office will also have copies of the current rules.

The Pinewood Derby is open to all Cub Scouts. This activity allows each Cub Scout to build one Pinewood Derby car each year with the assistance and guidance from an adult. The Cub Scout is encouraged to do much of the design and craftsmanship by himself. The Cub Scout should also learn about good sportsmanship. All adult leaders and relatives of the Cub Scout are encouraged to build a car and enter in the “Open Class” category. The “Open Class” will have it’s own separate rules. It is critical Cub Scouts compete against only Cub Scouts.

It is the Pack’s responsibility to perform the check-in and weigh-in prior to the Pack’s race. All scales used by any of the Packs must be registered. The Black Otter District has a 5-ounce standard at the Scout office to check the scales. Once the scale is deemed to be accurate with the 5-ounce standard it will be registered. The cars that advance to the Scout Show that had their Pack Pinewood Derby race run with a registered scale will not be re-weighed at the Scout Show. All other cars that advance will need to be weighed before being allowed to race. Check at the Roundtable meetings or the Scout office for information on registering the scales.

Specifications

It is all adults, leaders and Packs responsibility to enforce all of these rules.

1. Pinewood Derby Kit – The entrant is to build one derby race car using only the materials in one official Grand Prix Pinewood Derby Kit available at the Scout office. The kits from the hobby shop, craft store or the Awana’s will not be allowed. No additional wood, body parts or separately purchased pre-formed bodies are to be used. The entrant must use only the wood that was removed from the original wood block in a previous cut. Other material such as glue, paint, decals and weights may be used.
2. No derby cars built in previous years will be permitted in this years’ Pinewood Derby.
3. Springing – The derby car shall not ride on any type of springs.
4. Specific details or attachments – Some attachments will be allowed on the derby car. Details such as steering wheels, artificial drivers, windshields and tailpipes will be permitted if securely fastened and they meet all other requirements. No body parts or attachments will be allowed on the sides of the derby car, except for side pipes or weights. The front of the car must have a flat area to accommodate the starting gate. The starting gates are 3/8” dowels and cars with a pointed front tend to slip off the dowel. If the car has this problem it can be run down the track backwards. If the car does not have a sufficient flat area to accommodate the starting gate, it will have to be entered into the Best of Show Category. No portion of the car shall extend beyond the point that touches the starting gate. The car must be freewheeling, with no artificial starting devices.
5. Wheel and Axles – Each derby car will use only the wheels and axles (nails) that comes in the official Grand Prix Pinewood Derby Kit. No altering of any kind will be allowed to the wheels and axles. The wheels and axles must be used as they are right out of the box.

The Scout office sells extra wheels and axles if you lose any. The Official Wheel and Axle kit from the Scout office will be the only replacements allowed. Wheel bearings, washers or bushings will not be allowed. No oil, grease, silicone or any wet lubricants will be allowed on the wheels and axles. Only dry powdered graphite will be permitted to lubricate the wheels and axles. No artificial self-lubricating mechanism will be permitted. High performance axles from the Official Scout catalog or the Scout office will not be allowed.

6. Wheel spacing – The spacing in between the wheels shall not be less than 1 ¾” or greater than 2” in width.
7. Wheel base – The axles must be positioned on the car in the pre-cut slots already provided on each block. No altering of the pre-cut slot will be allowed.
8. Wheel coverings – No artificial wheel coverings or decals will be permitted. All parts of the wheels and axles must be exposed.
9. Car Body Clearance – The derby car must have a clearance of no less than 3/8”. If the clearance is less than the 3/8”, the bottom of the car will drag on the furring strips on the track.
10. Width – The overall width of the car body shall not exceed 1 ¾”. (The only exception would be if the car has side pipes or weights on its sides.) The overall width of the wheels shall not exceed 2 ¾”.
11. Length - The overall length of car shall not exceed 7”. Some blocks in the kits are longer than 7” and need to be shortened. Also, be careful when adding attachments not to exceed the 7” length.
12. Height – The overall height of the car, prior to installing the wheels, shall not exceed 2”.
13. Weight – The overall weight of the car shall not exceed 5 avoirdupois ounces or 141.7475 grams. No loose or liquid material of any kind will be permitted in or on the car. The car may be hollowed out and built up to the maximum weight by the addition of metal only, provided it is securely fastened into the body chassis. Each entrant is encouraged to build his derby car as near the maximum weight as possible.
14. Once the car is registered for the race, only the “Race Officials” can handle it. Make sure you graphite the wheels of your car before it is registered. If a car is taken out to graphite the wheels after it had been registered, then the car needs to go through the check in again and be re-weighed.
15. Any car found in violation of rule #2 will be automatically disqualified from competing in the Pinewood Derby.
16. Any Cub Scout car found in violation of any of the other rules will be entered into the Cub Scout “Best of Show” category only.
17. Following the Pinewood Derby of each Pack, the Cub Scout cars which placed 1st, 2nd and 3rd for “Speed” and 1st place for “Best of Show” will be taken to the Scout office by the Cubmaster or Pinewood Derby Chairman where the cars will remain until the Scout Show. Cars not left with the Cubmaster or Pinewood Derby Chairman will not be entered into the Scout Show Pinewood Derby. Please leave a copy of the Scout Show “entry” form in with the cars going to the Scout Show. Make sure all cars have a Name and Pack # on the bottom. Cars will be available to each Pack's designated representative approximately 1 ½ hours before the Scout Show to re-graphite the wheels.
18. Any first year Boy Scout that has a Pinewood Derby car that qualified for the Scout Show as a 2nd year Webolo will compete with his Pack in the Cub Scout category at the Scout Show.