

Black Otter District Pinewood Derby Rules for the Open 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 Cubs get their cars. The Cub Scout Class rules have been put on a separate page. The Scout office will also have copies of the current rules.

The Open Class of the Pinewood Derby is open to anyone other than a Cub Scout. It is also open to any Boy Scout that would like to build a “new” Derby car and enter it on the day of the Scout Show. When helping a Cub Scout build a Derby car it does not take too much longer to build one or two more cars and the Cubs love to see their Leaders, relatives and friends competing. Please help your Cub Scout and his Pack have a successful Pinewood Derby Race by building a Derby car for yourself and maybe one for each of the Cub Scout’s siblings and enter them into the “Open Class”.

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 derby 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 derby 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 one official Grand Prix Pinewood Derby kit available at the Scout office.
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 – 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 Open Class “Best of Show” category. No portion of the car shall extend beyond the point that touches the starting gate.
5. Wheels and Axles – Each derby car will use only the wheels and axles (nails) that come in the official Grand Prix Pinewood Derby kit or the “high performance” axles and wheels from the Scout office. 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.

6. Wheel spacing – The spacing in between the wheels shall not be less than 1 ¾” or greater than 2” in width.
Car body clearance – The derby car must have a clearance of no less than 3/8”. If the clearance is less than 3/8”, the bottom of the car will drag on the furring strips on the track.
7. Width – The overall width of the car and wheels shall not exceed 2 ¾”.
8. Length – The overall length 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.
10. Height – The overall height of the car, prior to installing the wheels, shall not exceed 3”.
11. 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.
12. 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.
13. Any car found in violation of rule #2 will be automatically disqualified from competing in the Pinewood Derby.
14. Any Open Class car found in violation of any of the other rules will be entered into the Open Class “Best of Show” category only.
15. Following the Pinewood Derby of each Pack, the Open Class cars which placed 1st in “Speed” and 1st in “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 Packs designated representative approximately 1 ½ hours before the Scout Show to re-graphite the wheels. There will be a 50-cent charge for each “Open Class” car entered into the Scout Show to help defray the cost of the trophies.