

## **CAR SPECIFICATIONS**

\*Width: 2 3/4"

\*Width between Wheels: 1 3/4"

\*Length: 7"

\*Clearance between car and track: 3/8"

\*Weight: Not over 5 ounces, weighed on digital scales at check-in

\*Height: Not more than 3 1/2"

\*Front of car: Must have sufficient bearing area to restrain car behind the starting line. Cars with sharp points at the front may have a problem. If the car can not be held behind the line by the track, it will be placed on the track backwards. It is suggested that you paint the bottom of the car from the front axle to the front of the car black for the sensor on the track.

## **RULES**

1. Good Sportsmanship is EXPECTED of ALL ADULTS and SCOUTS!
2. Judges decisions will be final
3. Only the official Cub Scout Grant Prix Pinewood Derby Kit wheels and axles are permitted.
4. Pinewood Derby Car must be made in the current Scouting year.
5. Pinewood Derby Cars are to be freewheeling and no starting devices allowed.
6. No part of the car may extend past the starting gate.
7. Dry graphite or BSA sold dry lubricants are the only lubricants allowed.
8. Wheels may be sanded for smoothness, but must remain the original flat surface of the wheel.
9. Wheel bearings, washers and bushings are prohibited.
10. The car shall not ride on any type of spring.
11. No loose material shall be allowed in or on the car.
12. Details, such as drivers, steering wheels, etc, are permissible as long as they are not loose and keep the car within the specifications required.
13. Each car must pass official inspection before it may compete.
14. Once the car has passed inspection, and has been registered, it will be impounded and no further adjustments will be allowed.
15. If the car does not pass inspection, the Scout will be informed of the reason(s) and will be allowed to correct problems until Check-In closes.
16. No modifications (body repairs, weight changes) should occur on a car upon completion of your Pack Race. Minor repairs such as reattaching a wheel or reapplying a dry lubricant is acceptable.
17. Only the car's owner will be allowed to race the car
18. Check-in/Registration will have specific closing times. These times will be clearly posted. There will be an official clock present that we will use for closing registration. **NO LATE ENTRIES WILL BE ALLOWED!**
19. Cars will NOT be impounded after the pack race.
20. Field Uniforms (formerly known as Class A) are required for racing. Scout must have official uniform shirt, neckerchief and slide, properly tucked in. You may wear an Activity Uniform (formerly known as Class B) for the outside events.
21. Any malfunctions with the track, derby staff, or computer/software that cause either a car to jump track or a time to not be registered will be considered no fault of the scout and he will be allowed to re-run that lane. This will also pertain to Scouts who are affected by another scout's car that has jumped track.
22. Any scout or car issues, such as parts falling off or misplacement on the track causing the car to jump track or not finish the race will not be allowed to re-run. If any parts fall off, they may NOT be reattached.
23. HAVE FUN! DO YOUR BEST!