

SOUTHBOUNDER DISTRICT DERBY RULES

1. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
2. The overall length of the car shall not exceed 7 inches.
3. The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches.
4. The car must have 1 $\frac{3}{4}$ " clearance between the wheels.
5. The car must have 3/8" clearance underneath the body.
6. The wood provided in the kit must be used. The block may be shaped any way that is desired as long as it does not interfere with wheel/axle placement or spacing.
7. BSA supplied wheels must be used. You may use the ones in the box with the wood, or purchase any of the wheel/axle kits provided at the scout store. All colors are acceptable. The wheels may not be cut, drilled, beveled or rounded. You may smooth the stem from the wheels.
However, the decorative ridge/tread around the edge of wheels must remain visible.
8. Only BSA supplied axles may be used. There must be 4 axles used per car. They may be polished or lubricated (dry lubricant only). Axles must be perpendicular to the car body so there is no tilting of the axles.
9. Wheel bearings, washers or bushings are prohibited.
10. Axial spacing of the wheels cannot be changed, use the slots provided in the block. The slots provided in the wood can NOT be moved, deepened, or modified in any way. You cannot place your axles into holes you have drilled in the side of the car.
11. The car must not ride on any type of springs.
12. The car must be freewheeling, with no starting devices.
13. No loose material of any kind, such as lead shot, may be used.
14. If during a race, a car leaves the track without interfering with any opponent, it shall be considered to have ended its heat at that point. If the car hits another car, both cars will be allowed to re-run that heat.
15. If there are track issues, the race leader may stop the race, repair the track, and racing may recommence, if needed, races may be re-run at the leaders discretion.
16. All cars entries must be built this Scouting Year, and may only be raced by the Scout who made the car. All cars must have initials and date written on bottom from the Cubmaster.
17. Only 1 car may be registered per Scout.
18. Only dry lubricants may be used. No lubricants may foul the track.
19. Once the car has been checked into the garage, by the SCOUT ONLY, it may not be worked on any further (i.e. no lubrication added between races, weight changes, etc).
20. Only the Scout will be allowed to get his car once checked into the garage and place it on the tracks. Alignment on the track will only be done by the Scout.
21. Once the race has concluded, the SCOUT must take his car back to the garage.
22. All cars must be marked and officially registered/tagged to be included in the races prior to any race being run.
23. A pack may only enter 2 racers per RANK. Ranks are Tiger, Wolf, Bear, Webelos I, and Webelos II. Racers must be in full Class A uniform for the race.
24. Late registration is not accepted. Once registration has closed, using the official race clock time, no more entries will be allowed.
25. Scouts who were Webelos II during their pack's derby race, but crossed into Boy Scouts before the district race, may still race with the Webelos II during the district race.