

## Wannalancit District Pinewood Derby Rules

The district will use Wannalancit District rules on car construction. We have included the rules below.

It is understandable that the Scouts will need assistance and guidance from adult partners, but please remember, this is their car. Encourage them to design, build and do as much of the work as they can. It is wonderful seeing the pride they take in their cars!

# WANNALANCIT DISTRICT PINEWOOD DERBY RULES

### 1. LENGTH, WIDTH AND CLEARANCE

- Maximum overall width (including wheels & axles) shall not exceed  $2 \frac{3}{4}$ ".
- Minimum width between wheels shall be  $1 \frac{3}{4}$ " so car will clear guide strip which is  $1 \frac{5}{8}$ " wide.
- Maximum length shall not exceed 7 inches.** Note: The block is 7 inches. Several coats of paint will cause the car to exceed this length. Make sure you sand the ends of the car before painting in order to meet this requirement
- Maximum height shall not exceed 5".
- The wheelbase (distance between front and rear axles) may not exceed  $4 \frac{1}{2}$ ".**
- Underside clearance of  $\frac{3}{8}$ " is required so the car will clear the glide strip. Be careful when attaching weights to the car bottom.
- No part of the car may protrude in front of the starting peg.

### 2. WEIGHT & APPEARANCE

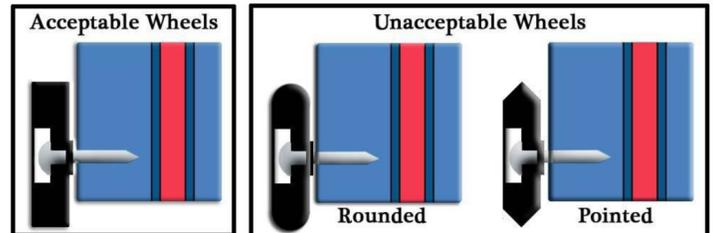
- Weight shall NOT exceed 5 OUNCES OR 142.0 GRAMS.** The reading of the official race scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in the car.
- Mercury shall not be used for adding weight- It is a potential health hazard.
- Details such as steering wheel, drivers, spoilers, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width and weight specifications and are permanently fixed to the car.
- Cars with wet paint will not be accepted.
- Car must have at least 4 wheels

### 3. WHEELS AND AXLES

- Only the official Scout Grand Prix wheels and axles can be used.** These wheels say BSA Pinewood Derby on the outer wheel wall. Axles may be polished. Wheels may be sanded to remove the mold projection on the tread. The tread must remain flat. The wheel tread may NOT be painted. Holes are not permitted in the wheel sidewalls. See Figure A below for examples of unacceptable wheel modifications. No H cut or V cut wheels are permitted. No Razor Wheels are allowed.
- Wheel bearings, washers or bushings are prohibited.
- The car shall not ride on any kind of springs.
- The car must be freewheeling with no starting device or other propulsion.
- Raised wheels are permitted.

The tread of the wheel must remain flat and the tick marks on the outside of the tread must be visible

Figure A: Acceptable and Unacceptable Wheels



### 4. LUBRICATION

- a.* Lubricants such as graphite, Teflon, Elmer's Slide All, oil and silicone are permitted. Be **careful** using silicone because most silicones will damage the plastic wheels. Excessive lubricant **must** be removed prior to inspection. No further lubrication will be permitted after inspection.
- 5. GROUND RULES**
  - a.* Cars must have been made for this year's race. Cars made for PREVIOUS years will NOT be permitted. **EBay** cars are **not** permitted.
  - b.* Competition will consist of Preliminary Heat Races and a series of Final Heats to determine the District Champion. Track officials are responsible for the proper conduct of the race. The race will be electronically timed.
  - c.* If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time it will automatically lose the heat unless it is determined to be a fault of the track by the race officials.
  - d.* If a car leaves the lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
  - e.* If a car suffers a mechanical problem (e.g. loses an axle, breaks a wheel, etc.) and a repair can be accomplished in a reasonable time, the heat will be run again. If not, the car automatically loses the heat.
  - f.* Only race officials will be allowed into the track area. This rule will be strictly enforced.
- 6. INSPECTION AND DISPUTES**
  - a.* Each car must pass inspection by the Official Inspection Team before it may compete. The inspection team has the right to disqualify those cars that do not meet these rules. Car owners will be informed on the violations and given an opportunity to modify the car to meet these rules.
  - b.* Any participant (including the parent of a participant) has the right to appeal to the race committee for an interpretation of these rules. The race committee, by majority vote, will be the final judge of these rules. In case of a tie vote the decision of the Race Committee Chair will be final.
  - c.* Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area. This is a fun race for the boys.

### ***A Word about Sportsmanship***

This project is a parent and youth event that teaches craft skills and sportsmanship to the Scouts. Scouts should do their best to build a neat car, follow the rules, and win. Participants should respect other people and be gracious about the outcome no matter what that outcome is. Let's make sure this is a fun competition for all.