

MASSABESIC DISTRICT PINEWOOD DERBY RULES

2 Divisions: Regular Cubs (Bears, Wolves and Webelos), and Junior Cubs (Tigers and Lions).

Each Pack in the District may enter their top three finishers in each division, for a total of six cars. Online registration must be completed by unit leadership, not individual parents; one registration per unit.

Each car races on each of the four lanes. The fastest combined time is the winner; the top four cars from each division have a 4 car race off to determine the division winner.

WEIGHT: THE FINISHED CAR CAN ONLY WEIGH 5.00 OUNCES OR LESS.

DIMENSIONS: TOTAL LENGTH SHALL NOT EXCEED 7 INCHES AND THE OVERALL WIDTH SHALL NOT EXCEED 2 AND 3/4 INCHES. TOTAL HEIGHT SHALL NOT EXCEED 2 AND 3/4 INCHES. YOU MUST USE THE WHEELS, AXLES AND THE PRECUT GROOVES PROVIDED IN THE BLOCK OF THE OFFICIAL BSA PINEWOOD KIT. All 4 wheels must remain flat on the riding surface and must not be rounded, pointed or thinned down in any way. The wheels must remain at the original width and diameter as provided in the Official BSA Kit. Do not use any bearings, washers, springs, clips or foreign objects with the wheels. ALL WHEELS MUST TOUCH THE TRACK evenly and should not be too loose. Cars should be freewheeling with no starting devices or attachments.

THE SCOUT SHOULD MAKE A NEW CAR EACH YEAR. ONLY A CAR MADE BY THE SCOUT IN THE CURRENT SCOUT YEAR WILL BE ACCEPTED. THE SCOUT MAY NOT RACE A CAR THAT WAS MADE IN PREVIOUS YEARS OR BY SOMEONE ELSE.

1. When the scouts arrive, the scout may add graphite to their car and proceed to Pre-Check-In. There the car will be checked for proper weight. IF IT IS NOT 5.00 OZ. THE SCOUT WILL BE GIVEN A ONE TIME CHANCE TO REMOVE ANY SMALL EXCESS WEIGHT WITH A DRILL. IF IT STILL DOES NOT MEET THE SPECIFICATIONS OF NOT EXCEEDING 5.00 OZ., THE CAR WILL BE DISQUALIFIED. If the car is the proper weight the scout will proceed to having the length and width checked. NO OTHER MODIFICATION, INCLUDING ADDING ADDITIONAL WEIGHT, WILL BE ALLOWED THE DAY OF THE EVENT BECAUSE THE CAR MUST RUN THE WAY IT WON AT PACK LEVEL. IF IT DOES NOT MEET THE OFFICIAL MASSABESIC DISTRICT PINEWOOD CONSTRUCTION RULES, IT WILL BE DISQUALIFIED.

2. If the car is accepted, the scout will sign in and the car will be given a number. From this point, the car will be called by number.

3. The car will then be placed on a table. The scout will not be allowed to touch their car after this time, except to make repairs if needed.

4. When their car is called, it will be placed on the track by race officials. (This is done to save time and avoid confusion at the starting line).

5. If there is a mechanical problem with the car, the scout will be given 5 minutes to correct the problem.

6. If a car jumps the track and interferes with another car, the heat will be restarted. If it does not interfere with another car, the car which jumped the track will be ruled last place for the heat.

7. THE JUDGES WILL HAVE FINAL DECISION AT ALL TIMES, AND ALL SHALL ACCEPT THE DECISION.