

## Piedmont District Pinewood Derby Rules

The Pinewood Derby is designed to be a learning experience for each Cub Scout. It enables him to design, construct and detail his car through adult supervision. The race itself is an opportunity to enrich competition, sportsmanship and sharing.

The Piedmont District Pinewood Derby will follow these rules:

1. Each participant must be a registered Cub Scout to enter his den's race.
2. Cars entered in a previous derby cannot be entered in this year's race.
3. The car must be built using the materials in the official Cub Scout pinewood derby race kit. This includes a block of wood, axles (nails) and wheels.
4. All cars must pass a pre-race inspection before they can compete and must cross the finish line on the track to qualify.
5. The overall width of the car shall not be more than 2  $\frac{3}{4}$  inches. The car must have a  $\frac{3}{8}$  inch clearance underneath (from table top to bottom of car). The height of the car should be no taller than 3  $\frac{1}{4}$  inches in order to fit under the timing mechanism.
6. The length of the car shall not be more than 7 inches.
7. The weight of the car shall not be more than 5.0 ounces (141.8 grams). The car may be hollowed out and built up to the maximum weight by the addition of wood or metal as long as it is securely built into the car.
8. The car shall not ride on any type of spring.
9. **The axles must be inserted into the original slots provided on the car body. The axles may be glued into the slots.**
10. Wheel bearings, washers and bushings are not allowed. The axles and wheels furnished with the kit must be used. **No alteration of the wheels is allowed with the exception of removing casting burrs.** The judges will have the final say as to whether or not wheels have been altered.
11. The width of the wheel surface touching the track must not be altered.
12. The car must be "free-wheeling" with no starting devices.
13. No oil, grease or silicone spray may be used on the axles or wheels. Only powdered graphite is allowed.
14. Painting and detailing are allowed as long as they are within the rules.
15. The car will be impounded at the weigh-in and cannot be altered in any way except for damage repair.
16. After the car is impounded, only race judges and starters may handle it.
17. All first place cars in the den will remain impounded until after the district championship race.
18. The only alteration allowed to the cars participating in the district championship race is the application of powdered graphite under the supervision of a race judge.
19. In preparing the car, do not remove too much wood from the front of the car or it cannot be held by the starting gate. Cars that cannot start in a forward position will be allowed to race backwards. If the car cannot be held in either position, it will be disqualified.

20. If a car jumps the track there will be no heat. If a car jumps the track three (3) times it will be disqualified. A heat in which a car fishtails and goes through the finish line in its own lane without interfering with the other car will be considered a valid heat.
21. At the race judge's discretion, and under his supervision, a repair time of three (3) minutes will be allowed for repairs on cars damaged while competing.
22. All decisions of the judges are final.
23. No cars will be allowed to race with wet paint.
24. Over zealous parents may cause the disqualification of their son's car! Please remember this is the boys' race for the boys to enjoy.

*A special note to parents and scouts: Together, please read the following article on sportsmanship. While everyone will be trying to win, it's always a good idea to start out by remembering the Cub Scout Motto, "Do Your Best," and some of the basic ideas behind sportsmanship.*

### **Sportsmanship**

Remember the following two things that the Pinewood Derby requires of each participant;

- 1) the craft skills necessary to build a car and
- 2) participants must follow the rules. Even more important is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called Sportsmanship.

The first thing to remember about sportsmanship is everyone's skills are different. You may be good at something like singing or drawing, but not as good at something like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether you have good car building skills, or not. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy and times when you lose and feel unhappy. Being a winner is easy and losing is sometimes hard. If you win, you should not brag or gloat. If you lose, you should not feel jealous or bitter. To be a good sportsman, you must be able to say, "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.