



Town of Southborough  
Pinewood Derby Rules  
2014



Length, Width & Clearance:

1. Overall width of car shall not exceed  $2\frac{3}{4}$  inches.
2. Length of car shall not exceed 7 inches.
3. Minimum width between wheels shall be  $1\frac{3}{4}$  inch so that the wheels can clear the center guide.
4. Minimum distance between the bottom of the car and the bottom of the wheels shall be  $\frac{3}{8}$  inch so the car will clear the center guide strip.
5. The axles must use the slots provided in the wood blocks. This provides a wheelbase, axle-to-axle distance, of  $4\frac{1}{4}$  inches.

Weight:

1. Weight of the car shall not exceed 5 ounces (141.75 grams). **The reading of the Official Race Scale will be considered final.**
2. The car may be hollowed out and built up to a maximum weight by the addition of solid and semi- Solid materials. Mercury cannot be used for adding weight; it is a serious health hazard.
3. All added weights shall be firmly affixed to the car. Any weight, which falls off after the car, has been inspected may not be replaced.

Wheels & Axles:

1. No shaved wheels may be used. The width of the wheel that touches the track must be at least  $\frac{1}{4}$  inch wide and flat.
2. Wheels may be lightly sanded to remove the mold projection on the tread. This light sanding is the only wheel modification allowed. **Beveling, tapering, thin sanding, wafering or lathe turning of the wheels is prohibited.**
3. The axle pins supplied with the kit must be used.
4. Weighted wheels, wheel bushings, and washers are prohibited.
5. The car may not ride on any kind of springs.
6. The car must be freewheeling with no starting device or other propulsion.
7. Axles may be polished.
8. All of the four wheels must touch the track while racing.

Appearance:

1. The center of the front-end during the race of the vehicle may not be set back from the sides of the front. In other words, concave front-ends (to gain advantage on the start) are disallowed. The front in this case is the racing front. The car may race backwards per the design.
2. Details such as steering wheel, driver, spoilers, decals, painting and interior are permissible, as long as these items do not cause the car to violate any other rule.
3. No loose materials of any kind are permitted in or on the car. The car may be inverted and shaken as part of the inspection.
4. Cars with exposed wet or tacky paint, glue or other substance will not be accepted for registration.
5. A car number will be placed on the **race front** of the car during the registration process. The **Scout** will be asked to identify the front-end of the car at that time. Be sure to allow a location for this sticker.

### Lubrication:

1. Only powdered graphite may be used. Regular oils and silicone may soften the plastic wheels or gum up the track.
2. Cars must be lubricated prior to registration.
3. Once the car has been registered, no further lubrication will be permitted. You must supply your own lubricant; none will be provided.
4. We allow Lubrication after the last Pack final and before the Town race. Cars racing in the town race are not allowed out of the secured area until all three packs have run.

### Inspection & Disputes:

1. Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars, which do not meet these rules. Car owners will be advised as to the infractions and be given reasonable opportunity to modify the car to meet the rules.
2. No cars may be inspected or registered once the first race has been run, including those cars, which previously failed inspection.
3. Any participant or parent has the right to appeal to the Race Committee for an interpretation of these rules. **The decision of the Race Chairperson will be final.**
4. Ungentlemanly, unsportsmanlike, or un-Scout like conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or the Race Area.

### Pit Rules (Repairs):

1. If a car suffers a mechanical problem involving the wheels or axles only, and a repair can be accomplished in a reasonable time, the heat will be delayed until the car is ready or until all other heats in the round have been run, whichever comes first. If the car is not available by the end of the round, it forfeits the heat.
2. After races begin, any emergency repairs must be done in the designated Pit Area by the Scout only; Parents may supervise, but not assist (exception: Tiger parents may help their Tiger Cub). No lubrication is allowed at this time.
3. Only emergency repairs, which are required for the operation of the car, may be performed once the car is checked in. Other repairs, such as those required to restore a loose part or weight, are not permitted.

### Ground Rules:

1. Only the Official Cub Scout Grand Prix Derby Car kits may be used. The Pack supplies each Scout with a single kit. BSA official colored wheels may be used but will not be supplied by the pack. Replacement axels and other parts may be used provided they are **BSA official** parts.
2. Specifications on the Grand Prix Derby plan supplied with the car will apply.
3. A car may be raced only one year.
4. If a car jumps off a track or it leaves its lane and interferes with another car it is up to the Race Chairperson to determine if the heat must be repeated. If it happens twice the car will lose the heat. Repairs by the scout are allowed provided they can be done between heats. Participants can perform repairs on any cars that were interfered with.
5. An unauthorized Cub or parent found inside of the Restricted Race Area may cause the participant's car to be immediately disqualified from all competition.
6. Boys must register their own cars and should be present in their Class A uniform during the event.
7. No participant is allowed to touch his/her car or any other car during the event unless it is for emergency repairs in the designated repair area.

THANK YOU for following the rules!!!!