



RED-TAILED HAWK DISTRICT 2009 PINEWOOD DERBY RULES AND REGULATIONS

- The car must be newly built for the current Cub Scouting year and be the same one that was raced in the pack's derby. The Scout should substantially build the car. Parental supervision in the construction of the car is encouraged.
- The width of the car shall not exceed 2 3/4 inches. The length of the car shall not exceed 7 inches. The weight of the car shall not exceed 5 ounces (141.75 grams) – original amount of bottom clearance must be maintained if weights are used underneath.
- The axles, wheels and body wood shall be as provided in the official BSA Pinewood Derby Kit.
- Wheel axles must be placed in the slot provided. If a wheel is broken and a new slot is needed, the slot can be placed no more than 1/4 inch from the original position (the original slots are cut 4 1/2 inches apart). If the second axle slot also needs to be remade, it must be cut in the same direction as the first so as to maintain the 4 1/2 inch spacing. In lieu of cutting a new slot, holes can be drilled for the axles but it must be within 1/4 inch of the original slot and the wheel base and bottom clearance must be maintained.
- Wheel bearings, washers and bushings are prohibited.
- The car shall not ride on any kind of springs or flexible suspension system.
- Details added must not exceed width, length, and weight requirements.
- The car must be freewheeling with no starting devices.
- No loose materials of any kind are allowed in the car.
- No oil, grease or lubricant, other than dry graphite or the BSA white lube T102/polytetrafluorethylene, shall be used on the axles. No additional dry lubricant shall be applied after inspection, unless needed as part of repairs.
- All cars must be inspected and meet these requirements to be eligible to race.
- Race officials will hold all cars passing inspection until completion is concluded.
- Race officials will put the cars on the starting line, start the race, and retrieve the cars. Cub Scouts will touch another driver's car.
- The electronic track or official judges will decide winners of each heat; in a tie, a run-off will occur.
- The District Executive or appointed replacement will be the final judge for all disputes.
- If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If car repairs are needed, the Scout, with assistance from his parent or guardian, will have five minutes to repair the car. Only the damaged portion of the car may be modified. Race officials will re-inspect any car that is serviced during the race, before that car continues competition.
- Each car will race an equal number of races with random assignment to different lanes and opponents.
- Points are awarded for first through sixth place finishes in each heat: one point for first, two points for second, three points for third, four points for fourth, and five points for fifth and sixth. A car continues racing in heats until it accumulates 17 points and the elimination process begins. Once there are six cars left, they will race in the championship round, which consists of six heats. The car with the lowest point total after six heats is the first-place winner. Second through sixth-place cars are determined by the next lowest point totals, respectively. A sudden death heat shall determine any ties for a given place.
- The top six point winners will receive trophies.