

Official Rules – Pack 3281 Pinewood Derby 2010

- The car must be newly built for the current Cub Scouting year. 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 $2\frac{3}{4}$ 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 width between wheels shall be at least $1\frac{3}{4}$ inches. Clearance between the bottom of the car and the track shall be at least $\frac{3}{8}$ inches.
- 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 or hole can be placed no more than $\frac{1}{4}$ inch from the original position (the original slots are cut $4\frac{1}{2}$ 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 $4\frac{1}{2}$ - inch spacing.
- 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/polytetrafluorethyle, 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 competition is concluded.
- Race officials will put the cars on the starting line, start the race, and retrieve the cars. Cub Scouts will not 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.
- 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 reinspect any car that is serviced during the race, before that car continues competition. If the same car gets into trouble again, the car automatically loses that race. If, on the second run, another car is interfered with, the heat will be rerun without the disqualified car.
- The Pack Pinewood Derby Executive or appointed replacement will be the final judge for all disputes and will have final interpretation of the rules and the spirit in which they are intended.
- The scoring methodology will be explained on race day and will either be double elimination tournament or points-based (assigned by finish order).

Official Rules – Pack 3281 Outlaw Class 2010

- The Outlaw Class is intended for Non-Cub Scouts (parents, siblings, Boy Scout Helpers, etc.).
- The width of the car shall not exceed 2 $\frac{3}{4}$ inches. The weight of the car shall not exceed 8.0 ounces.
- The width between wheels shall be at least 1 $\frac{3}{4}$ inches. Clearance between the bottom of the car and the track shall be at least $\frac{3}{8}$ inches.
- 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.
- The car must start completely behind the starting gate/line.
- No oil, grease or lubricant, other than dry graphite or the BSA white lube T102/polytetrafluorethyle, 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 competition is concluded.
- The electronic track or official judges will decide winners of each heat; in a tie, a run-off will occur.
- 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 reinspect any car that is serviced during the race, before that car continues competition. If the same car gets into trouble again, the car automatically loses that race. If, on the second run, another car is interfered with, the heat will be rerun without the disqualified car.
- The Pack Pinewood Derby Executive or appointed replacement will be the final judge for all disputes and will have final interpretation of the rules and the spirit in which they are intended.
- The scoring methodology will be explained on race day.