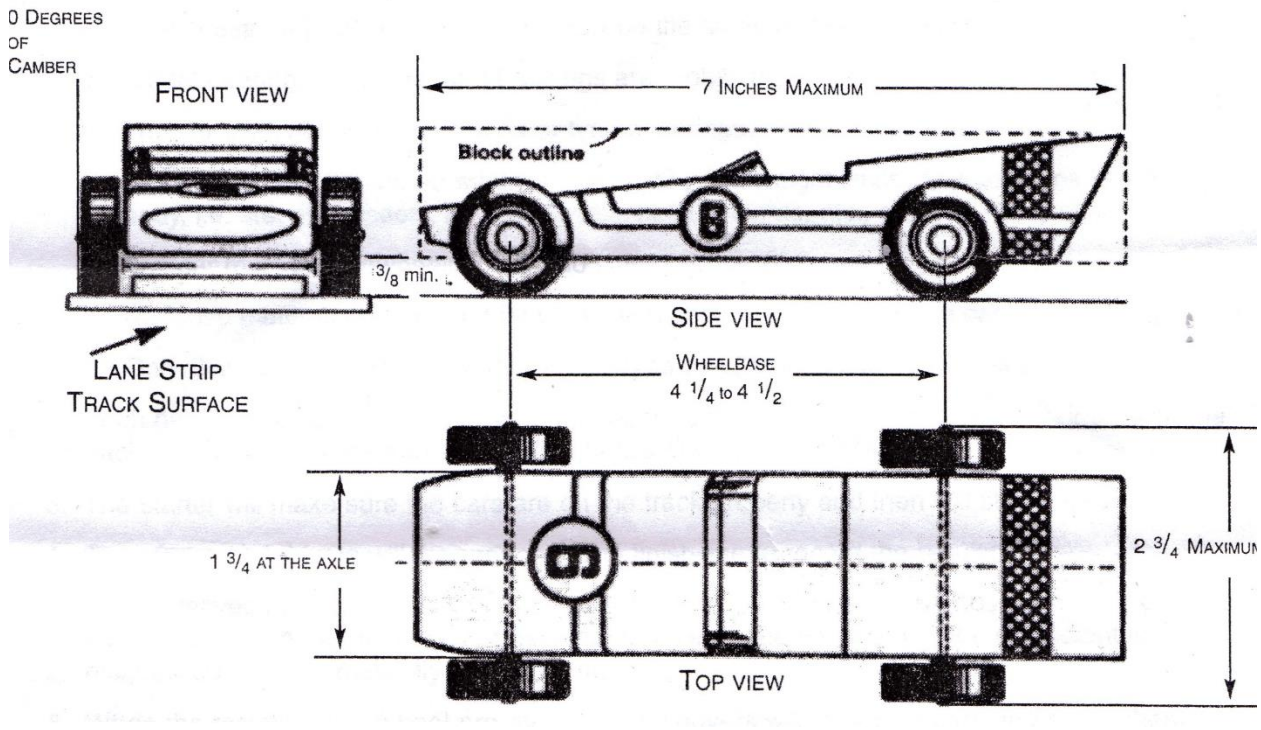


Pinewood Derby Rules



***All Cars must pass inspection to qualify for the race. The Inspections points are as follows:
The car must have been made during the current year (the year in which the derby is held)***

Car Dimension Rules

- The overall length of the car shall not exceed 7 inches.
- The overall width of the car shall not exceed 2 ¾ inches.
- The car must have 1 ¾" clearance between the wheels.
- The car must have 3/8" clearance underneath the body so it does not rub on the track.
- Wheelbase should be 4 ¼" to 4 ½"
- Front of the car may not be notched, must be flat for starting pin.
- No part of the car may be in front of the starting pin.

Derby Car Weight Rules

- The car shall not exceed 5.0 ounces.
- The official race scale that is used at car check-in shall be considered final.

Other Rules

- The official pine wood block must be used.
- The block may be shaped in any way that is desired.
- The car must be freewheeling, with no starting devices.
- All 4 wheels must be touching the track
- Official BSA wheels and Axels must be used. BSA must be visible on the outside of the wheels.
- The axles may be polished and lubricated. (Dry lubricant only, no liquid allowed)

Car Modifications Not Allowed

- Wheel bearings, washers, and bushings are prohibited.
- The wheels may not be cut, drilled, beveled or rounded.
(You may remove the seams and imperfections from the wheels.)
- No loose materials of any kind (such as lead shot) are allowed in the car.
- No bent axels, and all 4 wheels need to be on the track.

Check-in

Once a car passes inspection and is entered into the race, only race committee members can touch it.

During the Race

If the car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make repairs.

Each heat will be announced, Drivers will report to the starting line and place their cars on the track. All other people must remain behind the barrier.

The starter will make sure the cars are on the track properly and then will start the race.

If a car leaves the track, runs off its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses that heat or race. If on the second run, another car is interfered with, the heat will be run a third time without the disqualified car.

Each car must pass inspection by the official inspection committee before it will be allowed to compete. The Inspection Committee has the responsibility to disqualify those cars that do not meet these rules.

Modified Outlaw Race Rules

Car Dimension Rules

The overall length of the car shall not exceed 7 inches.

The overall width of the car shall not exceed 2 ¼ inches.

The car must have 1 ¾" clearance between the wheels.

The car must have 3/8" clearance underneath the body so it does not rub on the track.

Front of the car may not be notched, must be flat for starting pin.

Derby Car Weight Rules

The car shall not exceed 10.0 ounces.

The official race scale that is used at car check-in shall be considered final.

Other Rules

The block may be shaped in any way that is desired.

Car cannot have any motors or propellant, race is by gravity only.

The car must be freewheeling, with no starting devices.

Must have 4 wheels (no more), but all do not need to touch the track

The axles may be altered, polished and lubricated.

Non-BSA axels and wheels are permissible.

Car Modifications Not Allowed

No loose materials of any kind coming off the car

Check-in

Once a car passes inspection and is entered into the race, only race committee members can touch it.