

2012 PINWOOD DERBY RULES

General Rules

1. The inside tire to tire tread width of the car must be 1 7/8 inches.
2. The overall width of the car must not exceed 2 3/4 inches.
3. The overall length of the car must not exceed 7 inches.
4. Wheelbase of car must not be altered. Axles should ride in the slots cut in the pine block from the factory.
5. The weight of the car must not exceed 5 ounces. Final weigh in will be performed on the official pack scale, at car check-in the day of the race.
6. Axles, wheels, and body wood shall be as provided in the kit. Only official BSA wheels are acceptable. If there is "flashing" left from the molding process, you may sand it off, however the wheels overall shape and width may not be altered.
7. Wheel bearings, washers, and axle bushings of any kind are prohibited.
8. The car shall not ride on any kind of springs or suspension.
9. Any details added to the car must be within length, width and weight limits.
10. The car must be freewheeling, with no propelling or starting devices.
11. No loose material of any kind (such as lead shot) is allowed in the car.
12. All ballast weight must be securely fastened to the car. Any weight, decorations or other additions that fall off during the race will not be re-attached during the event. This rule excludes the wheels.
13. No part of the car shall stick out beyond the starting pin while the car is staged to race. Whatever part of the car touches the starting pin must be the part that breaks the light beam at the finish line of the racetrack.

Check In - All cars must pass inspection to qualify for the race. Inspections will be performed based on the preceding general rules. Once a car has passed inspection, an official car number will be assigned and the car will be entered into the system. Official car numbers will supersede any car numbers placed on the car at home. Once a car has passed through inspection, **no other modifications may be made to the car**, and the car will not be handled until it is time for that car to race.

If a car fails inspection, it may be corrected and re-inspected before the race. If corrections cannot be made, or the owner refuses to make the corrections, the car will be allowed to race but the car's results and times will not be counted in the final standings.

Racing - Races will be run and organized by the race computer. Each heat will be announced, and drivers will report to the starting line with their car. A race official will place their cars on the track. The racers will then report to the end of the track to watch the race.

The starter will then start the race. The car whose nose is over the finish line first will be declared the winner of that race. Overall standings will be based on the total combined time of 4 heats. Race officials have the authority to re-run a race that they feel was not judged properly because of a fault of the track timer. After the race, the drivers will take their cars back to the paddock, and return to their seats.

If a car leaves the track, runs out of its lane, interferes with another car, loses an axle or other pieces, the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses the race.

Awards - Trophies will be given for First, Second and Third place. Awards will be given for Best of Show (voted on by everyone), Scout Spirit (voted on by parents), and Most Creative Design (voted on by scouts).

If you have any questions about the rules, **ask questions before the derby.** Every year we find illegal cars. The responsibility is on the parents and the scouts to follow the rules, and to understand the rules before the derby. Not knowing the rules, or not understanding the rules will not get you a free pass. Parents, please remember: if your son's car is found to be illegal, he is the one that will be excluded from the race, and he is the one who will be hurt and disappointed. The extra speed is not worth it.

HAVE FUN! MAY THE BEST CAR WIN!