

Gulf Stream Council
Sailfish District
Official Adult Pinewood Derby Rules & Regulations

Each participating Adult (aged 21+) is to build a completely new car each year using an official pinewood derby car-kit (BSA Part#17006 or Officially Licensed Kit). The dimensions of the car must meet the below minimum and maximum standards. The cars will run on an aluminum, wooden or composite track dependent upon availability. The cars will be released from a starting point at the top of the track and race down the track with the use of natural gravity only. No motorized starters, enhancers or bearings will be used to give the car an unfair advantage. To minimize unnecessary costs, only weights from previous cars may be used. **See OFFICIAL CHECK-IN Section.**

PARTS AND MATERIALS: Official pinewood derby car kits, weights, wheels, axles and other optional accessories may be purchased from a BSA Store, website or Officially licensed products available from an array of vendors or websites, please keep in mind, any purchase from the Scout Shop benefits our Council. There are hundreds of websites that sell pinewood derby parts and accessories that claim to be BSA approved.

WIDTH: Maximum overall width allowable, including wheels, is 2 ¾ inches. After market side rails are permissible as long as they do not extend past the wheels.

LENGTH: Maximum overall length allowable is 7 inches. No portion of the car will be allowed to extend forward of the starting pin/gate. The furthest most point on the front of the car **MUST** make contact with the starting pin.

CLEARANCE: Minimum clearance under the body is 3/8 inch. This is measured by placing the car on a flat surface with the wheels mounted and measuring from the lowest point of the wood block to surface. This will prevent the car from bottoming out on the track. The minimum clearance between the inside of the wheels is 1 ¾ inches. While the wheels are mounted, measure the front wheels from the inside of wheel to its opposite front wheel. Repeat for rear wheels. This will prevent the cars' wheels from rubbing on the side of the track's center riser guide.

WHEEL BASE: Axels and axels slots cannot be moved or modified in any way and must be used.

WEIGHT: Weight cannot exceed 5.0 oz. (141.75 grams). The car may be hollowed out and built up to the maximum weight by additional wood, metal or any other SOLID material, provided they are securely attached to the body of the car. No loose material of any kind is permitted in or on the car. At no time can liquids be used as a weight as it will give an unfair advantage to that car by using inertia as an additional means of movement. Gravity is the only means of power that is permissible. Lead is permissible for weight provided that it is completely enclosed within the body of the car. Non-Toxic Official BSA weights are commercially available. Hint: thumb tacks are good source of minute weight to get close to 5.0 Oz.

MATERIAL: The car body, wheels and axles must be from the official pinewood derby car kit (BSA Part#17006 or equivalent). The car may not ride on any type of springs. Details such as decals, pin stripes, cockpit accessories and interior detailing are permissible as long as the car does not exceed the maximum weight. Plastic and metal detail parts are allowed as long as they are securely attached to the body and chassis and do not exceed the maximum length, width and height.

WHEELS: Wheels must be from the official pinewood derby car kit (BSA Part #17006 or equivalent) or from the optional colored Cub Scout derby wheels & axle kit (BSA Parts #17553, 17554, 17555, 17556 and 17557). Wheels may be lightly sanded only to remove bumps, burrs and ridges. They may not be shaved or reduced in diameter or width. Wheels may not be beveled, tapered or in any other fashion modified from the original size and shape. Wheels may not be painted. Wheel covers, bearings, washers and bushings are strictly prohibited. All four wheels must make contact with the track when mounted.

AXLES: The axles (round head nails) must be from the official pinewood derby car kit (BSA Part # 17006 or equivalent) or from the licensed optional colored Cub Scout derby wheels & axle kit (BSA Parts #17553, 17554, 17555, 17556 and 17557). Axles may be polished using files, sandpaper, etc. or by using the Pinewood Derby High Performance kit (BSA Part 16988) to remove burrs, scratches and ridges. The axles may not be machined or reduced in diameter anywhere along the axle shaft. One piece axles that extend the entire width of the car or any other substitute axles are not permitted. All four wheels need to make contact on a flat surface. The axle nail may not be bent in a way to cause the wheel to not make contact with the track.

LUBRICATION: Pinewood derby axle lubes (BSA Part #17106 and 17019) are permissible lubrications. Powdered graphite lubricant will be allowed, however do not use an excessive amount. Graphite will stain most surfaces and could cause the cars to not travel down the track properly. Lubricant must be applied prior to inspection and registration of the car. No lubrication is permitted after registration or during the derby.

INSPECTION: The car must meet weight, clearance and size requirements as stated above and use only the materials listed in these Pinewood Derby Rules or approved by authorized race officials. A pit stop (or repair table) will be provided on race day and for the use of all participants, there will be some tools, but we suggest bringing a repair kit for last minute repairs or modifications prior to final check in. A car with illegal parts may have them replaced or removed prior to registration and the car will be allowed to participate in the race providing it passes re-inspection. Any car using illegal lubricants will be automatically disqualified. If the car is broken down and the illegal lubricant is completely cleaned off the car, the car may be re-inspected by the race chairman for a determination on reinstatement.

OFFICIAL CHECK-IN: Each Pack will be required to have an official check-in & weight station. At this station, the car will be weighed and officially marked.

DISQUALIFICATION: A car or person could be disqualified from the race if any of the following occur:

- Any use of improper material as outlined, including, but not limited to, lubricant, wheels, axles or body.
- Adjustments or repairs made in accordance with what is stated in the "Inspection" paragraph will permit scout or car to remain in race.
- Changing the car after registration, except for authorized repairs.
- Removing the registration marking from the car. (See CHECK-IN)
- Handling any car without permission of the judge(s) or race official(s)
- Not following the instruction of the judges(s) or race officials(s)
- Not following any other rule specified for the pinewood derby

CONDUCT: The Adult Pinewood Derby is a FUN event.

- It was designed to promote good Sportsmanship and competition and raise awareness of scouting in our local community.
- Any person that use any offensive language, act in an un- sportsmanlike manner, throw objects in anger or make any threatening gestures will be removed from the race event and not permitted to return. If the offender is a scout, the scout's car will be immediately withdrawn from the race and the scout will be asked to leave the event. The Pack Leaders will discuss possible disciplinary actions at a later time.

HANDLING: Only the person who has entered the car or a race official may handle the cars being raced.

RACE PROCEDURE: Due to the wide array of tracks and timing methods (electronic, stop watches, etc) The decision of the Chairperson and timing committee are final.

RE-RUNS: The starter will declare re-run of the heat, when if a car leaves the track. When a car has left the track and requires repair, the adult will be allowed up to five minutes to repair the car at the pit stop area only. If the car is damaged again in the same heat, it will be deemed un-repairable and withdrawn from the race. If a car leaves the track, the car will be allowed to rerun up to three times before it is declared un-race able and withdrawn from the race.

PROTESTS: If a person believes he should have a rerun, he may make a protest to the Race Chairman as to why he should be allowed to rerun. The Race Chairman will review the protest and make an immediate determination. Reasons for reruns would include, but not limited to:

- car riding up on center guide
- hit by another car during race
- debris on the track
- track came out of alignment

All protests will be considered and the determination by the Race Chairman is final.

PARTICIPATION: Every person must be present to race his car and receive any award. Should the need arise, the judge(s) and/or race official(s) reserves the right to allow substitutes. This will be on a case by case basis.