

Tidewater Council Pinewood Derby

Rules & Procedures



Updated as of December 14, 2020

Tidewater Council

Official Pinewood Derby Rules

Car Specifications:

1. Width - 2 ¼ inches.
2. Length - 7 inches.
3. Gross weight - shall not exceed 5 ounces.
4. Width between wheels – 1 ¾ inches.
5. Clearance between car bottom and track – no less than 3/8 inch.
6. Height - 3 inches maximum (finish line gate will obstruct a taller car).
7. Wheel base can be modified provided the front wheels do not extend past the front of the car itself.

Car Rules:

1. All 4 wheels must be on the track at all times.
2. Only dry type lubricant is permitted. (i.e. graphite).
3. Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted.
4. The car shall be freewheeling with no starting device(s).
5. The entire car must line up behind the starting post.
6. Weights must be fastened securely, and paint shall be dry.
7. Wheel bearings, washers, bushings, and springs are prohibited.
8. Wheels and axles may not be altered. Wheels and axles may be polished to remove imperfections. No changes to the size or shape of the wheels and axles are permitted.

Race Rules:

1. Cars must be this year's construction and not the car that won at the prior level race. (i.e. Pack car goes to District, and District to Council. All cars are eligible to register on their own for National in New York.)
2. A Scout must be present for his car to be raced. Exceptions may be granted by the Race Director on a case-by-case basis.
3. Cars shall be inspected and weighed by race officials to ensure that all cars fulfill the race requirements. Once a car passes inspection, it will be impounded until its racing has been completed.
4. Only Race Officials are permitted inside the impound or track areas, unless otherwise granted.
5. Races will be run by Rank – Lion, Tiger, Wolf, Bear, Webelos, and Arrow of Light. Trophies shall be awarded for the top three racers in each Rank Group. Trophy winners will then race against each other for 1st, 2nd, and 3rd place for the Overall trophies.
6. Protests and problems should be brought to the attention of the Race Director immediately. No protests will be allowed after the start of the next race.
7. The Race Director, at their *sole* discretion, **may** take any actions they deem necessary for fairness, safety and good sportsmanship. All decisions of the Race Director shall be final. The Council will not mediate protests.

Information for Scouts and Parents



CONGRATULATIONS, YOU MADE IT TO THE RACES!

This document will help Scouts, parents, and leaders know what to expect at the Pinewood races. Please understand that everyone running these races is a volunteer. They have given of their time, and have loaned tracks, timers, and equipment for these races. We welcome your praise, and anything else should be given to the Race Director, in writing, at the end of the event. You are welcome to volunteer and make next year's races even more spectacular.

NOTE: *This is a public event and there may be media present. Scouts are expected to be in field uniforms (Class A) and to conduct themselves in accordance with the Scout Law. Parents and guests are expected to set good examples for the Scouts.*

Purpose: The pinewood derby is meant to provide an opportunity to have fun, teach good sportsmanship, follow rules, learn woodworking techniques, and for a Scout to make a creative project. There are no college scholarships, so *park* the stress, and let the races be fun!

1. **LUBRICATION & ADJUSTMENTS:** Please conduct a final lubrication and adjustments prior to check-in. Lubrication is not provided. Once cars pass inspection, they cannot be adjusted.
2. **CHECK-IN:** Scouts will sign in and be given a sticker with their assigned car number. The Scout shall remove or cover other numbers already on the car and firmly affix this race's number sticker to the top of the car.
3. **INSPECTION:** Scouts will submit their car at the Inspection Station. Each car will be inspected and weighed by Race Officials and after passing inspection will be impounded.
 - a. If a car should fail inspection, the Scout will be given an opportunity to correct the problem in the Pit Area and re-submit the car for inspection.
 - b. Unless an Inspector, in the interest of fairness and at their discretion, authorizes it, no other work on a car will be permitted. The car must pass inspection after any such authorized work.
 - c. Work will only be performed in the Pit Area, under the supervision of the Pit Official.
 - d. Some tools will be provided; however spare parts may not be available.
 - e. In all cases, if a car has not passed inspection when its first race is called, that car shall be disqualified from the Derby.
4. **RACING OVERVIEW:**
 - a. All races for a given Rank Group will be completed before starting the next Group.
 - b. Within a Group, every car will race a minimum of three times. Cars will be scored based on elapsed time.

- c. The top three cars in each rank group will receive trophies.
 - d. After all the Groups have finished, the Rank Group winners will race against each other. The top three racers will receive the Council Overall Trophies.
5. **INCIDENTS:** Should a car experience an on-track malfunction, to include leaving its lane or the track, the race will be 'Yellow Flagged'. No results will be recorded, and unaffected cars will be returned to the starting line, in their original lanes. Cars affected by the malfunction shall be retrieved by their Scouts and taken to the Pit Area.
 - a. Using the same Pit Area procedures as above, a Scout shall be afforded five minutes to make repairs to his car or check and adjust wheel alignment. Repair work takes precedence over all other work.
 - b. During this Yellow Flag period, the track shall be checked for damage or problems and the lanes swept to remove any debris.
 - c. The Pit Official shall check any repairs and approve the car to return to the track start line in its original lane and the race shall be rerun.
 - d. A car causing a *second* Yellow Flag shall be disqualified from further racing in this Derby unless the Race Director determines that an external factor caused the car's malfunction.
6. **CONDUCT:** One of the goals of the Pinewood Derby is to help Cub Scouts learn good sportsmanship.
 - a. Scouts whose car wins should not taunt, tease or demean Scouts whose car did not win. Scouts whose car did not win should congratulate the Scouts with the winning car.
 - b. Scouts should cheer for and support their fellow Cub Scouts, winning cars or not, and never "boo!" anyone.
 - c. Parents and older Scouts should set the example by demonstrating good sportsmanship before, during, and after the racing. This includes handling any disagreements with race officials calmly and privately.
 - d. The Race Director has the right to disqualify a car for ongoing or extreme poor sportsmanship on the part of a Cub Scout or their parents and guests.

