

Pack 250 Pinewood Derby Rules - 2010

1. The car must be built from the Official Pinewood Derby Kit. Wheels and axles other than those provided in the kit are prohibited.
2. The car must have been built this scouting year. No "used" cars allowed.
3. Width shall not exceed 2-3/4 inches.
4. Length shall not exceed 7 inches. Height shall not exceed 8 inches.
5. Weight shall not exceed 5 ounces. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal that is securely built into/onto the body. Loose and/or free-moving weights are prohibited.
6. Altering the shape of the wheel tread area beyond sanding the small molding stub off and polishing the tread area is prohibited. Axles may not be altered in anyway except for removing burrs and polishing.
7. Wheel bearings, washers, & bushings are not allowed.
8. Springs for suspension are not allowed.
9. The car must be free wheeling with no starting devices.
10. The front bumper of the car may be rounded or square. Cutting a wedge to go around the starting pin is prohibited.
11. The minimum clearance between the bottom of the car and the track surface shall be 3/8 inch so the car will clear the track's center guide strip.
12. The wheelbase (distance between the front and rear axles) may not be altered from the kit measurement of 4-1/4 inches.
13. The minimum width between the wheels shall be 1-3/4 inches so the car will clear the track's center guide strip.
14. Details such as steering wheel, driver, decals, etc. are permissible as long as these details do not make the car exceed the maximum length, width, or weight specifications.
15. Graphite or other powdered lubricant can be applied only once before the car enters the church. No additional graphiting or lubricating will be allowed inside the church or once racing begins.
16. Each car must pass inspection by the official inspection committee. Once it has passed inspection, the car will be placed on a table and will be removed only by the Cub Scout to race and then be returned to the table as soon as the race is over.
17. After passing inspection, the only person authorized to handle the car is the Scout. Major repairs may be assisted by a parent.
18. Repair time for loose wheels, etc. is 2 minutes. One repair allowed per car.
19. The race will be double elimination.
20. If a car jumps the track, the race will be repeated with the cars on the same lanes. A car jumping the track twice will be eliminated from the heat.
21. In the event of a tie, the heat will be run again on opposite lanes.
22. Cars must be registered on time, and may NOT be raced by anyone other than that scout. No stand-ins.
23. Missing a heat or racing in the wrong heat must be caught before the running of the next heat, else results stand. (ALL scouts need to listen for their names).
24. Although rare, any timely requests to resolve disputes will be settled by the Judges present. Any timely appeals of those decisions will be settled by Cubmaster Mark Palmer and Committee Chair John Scales.