

Chattahoochee Council Pinewood Derby Rules

All races, Pack, District, and Council will principally use the rules and specifications found in your official kit. Although we encourage innovation, there are some basic limitations:

The following rules will also apply to the Open and Parent/Sibling Races.

Car: The car must have been made during the current Scouting year (cannot have raced any previous year). All car bodies (wood) and wheels shall be from official BSA kits.

Width: The overall width of the car shall not exceed 2-3/4 inches (2.75") including the wheels and axles – Width between wheels must be at least 1-3/4 inches (1.75") to operate on the track.

Clearance: Bottom clearance between car and track should be at least 3/8 inch (0.375").

Length: The overall length of the car shall not exceed 7 inches (7.00").

Height: The car's height shall not exceed 4 inches, to clear the timing device.

Weight: The weight of the car shall not exceed 5 ounces. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided any additional material is securely built into the body.

Wheels: Wheel bearings, washers, and bushings are prohibited.

Springs: The car shall not ride on any type of springs.

Lubricant: Only dry lubricant powder type lube is allowed, such as "Hob-E-Lube" graphite is permitted. Wet or oil-based lube such as Krytox, Ny-Oil, or WD-40 is NOT PERMITTED!

Details. Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications. All needs to be securely attached, no loose material of any kind is allowed.

Propulsion. Gravity - The car must be freewheeling, with no starting devices.

Inspection. Each car must pass an official inspection before it will be allowed to compete. The inspectors have the right to disqualify those cars that do not meet these specifications. If at registration, a car does not pass inspection, the owner will be informed of the reason for failure and will be given time within the official weigh-in time period to make the adjustment.

Note: Pinecar brand and other NON-BSA car bodies, wheels, and axles will be disqualified.

RACE PROCEDURES:

1. Drivers must check their cars in at “Gasoline Alley” to be inspected. Upon passing inspection, cars are impounded and are restricted from any further modification.
2. Each heat and run will be announced and/or posted and race officials will place the cars on the track in their assigned lanes. All cars will be raced in all lanes.
3. No drivers or cars may be added once the heats have begun. Be on time (or early!).
4. The Starter will make sure the cars are on the track properly and then will start the run.
5. Race manager software will set up heats and runs and will measure and record times. Winner and subsequent places will be based on total lowest elapsed time for all heats.
6. Although all cars are run together, race management software will score places by Rank.
7. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the run will be rerun. Every reasonable effort will be made in order to record a fair time for each competitor. Race officials will have the final decision if a competitor cannot finish a heat or causes interference to other cars.
8. Once race officials accept the results of each run, they will return competing cars to the holding area.
9. Results and Awards will be announced shortly after the final heat.

Qualifying for District Races and Rules:

1. The top three racers in each den (Lions, Tigers, Wolves, Bears, Webelos, Arrow of Light) per Pack will advance to District Qualifying races to potentially promote to Council Championship Race. If your Den does not have three racers, you may promote the number you have to not exceed three.
2. You may not race a different car than what was used at your Pack race.
3. No adjustments can be made to the car after winning your Pack race.
4. Cars will be reinspected and weighed.
5. Same Race Day Procedures will be used.

Qualifying for Council Championship Race and Rules:

1. The top 3 racers per den (Lions, Tigers, Wolves, Bears, Webelos, Arrow of Light) per District will advance to the Championship Race.
2. Championship Racers will get their cars placed in the Chattahoochee Council Parking Garage after advancing from the District Race. This is to ensure no other modifications can be made. All cars will be safely transported and stored until Championship Race Day.
3. Same Race Day procedures will be used, minus the check in.