



**Osceola District
Pinewood Derby
Sunday, March 14th 2:30 PM
Ponce De Leon Mall
Center Court**

2:30 – 3:00	Check-In and Inspection
3:00	Racing Begins!
3:00 – 3:20	Tiger Cub Racing
3:20 – 3:40	Wolf Cub Racing
3:40 – 4:00	Bear Cub Racing
4:00 – 4:20	Webelos Racing
4:20 – 4:30	Awards Ceremony

Times may change depending on the number of race participants, etc.

[Click here to view the Mall's location on Google Maps](#)

Please remember that all cars must comply with the pinewood derby specifications attached!

Car construction Rules

WEIGHT AND APPEARANCE

Car must be constructed from official BSA pinewood derby kits.

Weight shall not exceed 5 ounces. The reading of the official scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.

Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details are not outside of length, width or weight specifications.

Cars with wet paint will not be accepted in the race.

LENGTH, WIDTH AND CLEARANCE

The maximum overall width (including wheels and axles) shall not exceed 2 $\frac{3}{4}$ inches.

The minimum width between the wheels shall be 1 $\frac{3}{4}$ inches so the car will clear the center guide strip on the track.

The minimum clearance between the bottom of the car and the track surface shall be $\frac{3}{8}$ inch so the car will clear the center guide strip on the track.

The maximum overall length shall not exceed 7 inches.

The wheel-base (distance between the front and rear axles) may not be changed from the kit body distance of 4 $\frac{3}{8}$ inches (a 1/8" tolerance will be allowed).

WHEELS AND AXLES

Axles and wheels shall be only as provided in the Official Grand Prix Pinewood Derby Kit. Wheels will be checked for the BSA logo. One-piece axles will not be permitted.

Wheels may be lightly sanded to smooth out molding imperfections the tread area. Beveling, tapering, thin sanding, wafering or lathe turning of the wheels is prohibited.

Axles may not be altered in any way except for polishing.

Wheel bearings, washers, bushings, and hub caps are prohibited.

The car shall not ride on any type of springs.

The car must be free-wheeling, with no starting device or other type of propulsion.

LUBRICATION

Only powdered graphite or powdered teflon "white lube" will be allowed for lubricating the wheels.

Lubrication is only allowed before registration. No further opportunities will be allowed.

REGISTRATION RULES

The race is open to Cub Scouts (Tiger, Wolf, Bear and Webelos I Scouts).

Only scouts placed 1st, 2nd or 3rd in their age group at pack level are permitted to race.

Scouts must race the same car raced at pack level.

Each scout may enter only one car in the competition

Each scout must be present to register and race their car. No exceptions, no stand-ins.

Scouts should be dressed in uniform. Scouts unable to afford a uniform will not be disqualified.

The car must have been built during the current year (the school year in which the Derby is held). Cars that have competed in a previous Derby are not permitted.

Each car must pass a technical inspection before it may compete. The car must comply fully with the rules herein to enter the race.

No car may be altered in any way after it has been registered. After passing inspection, the car will be impounded until the car is eliminated from the competition, and only race officials may touch the car in that period.

RACE RULES

Competition will be raced within each Rank, and a grand final round will be run for all Ranks combined.

To balance any differences in lanes, the race will be based on fastest aggregate time after each car in its Rank has raced in each lane of the track.

The top three cars in each Rank will advance to the Grand Final (thus, the Grand Final shall be 12 cars).

If a car jumps the track, the race will be run again. If the same car jumps the track a second time, that car will automatically place last in that race.

If a car leaves its lane and interferes with another car, the race will be run again. If the same car leaves its lane a second time and interferes with another car, the race will be run again without the interfering car. The interfering car will automatically place last in that race.

If a car becomes damaged and can be repaired within 5 minutes the race will be run again. If not, the damaged car will automatically place last in that race. Any repairs must be conducted under the supervision of a race judge. Lubrication during or after repair shall not be permitted, and will result in disqualification.

Only race officials may enter the track area. This rule will be strictly enforced.

UnScoutLike or unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.

Scouts will be responsible for collecting their cars when instructed to do so by the race officials. Any cars not collected are **not** the responsibility of the race officials.