

Basic Pinewood Derby Rules

1. All cars must pass inspection to qualify for the race. The inspection points are as follows:
 - a. The car must have been made during the current year (the year in which the derby is held).
 - b. The width of the car shall not exceed $2\frac{3}{4}$ inches, measured across at the wheels. All wheels must spin freely and make contact with the track.
 - c. The length of the car body shall not exceed 7 inches.
 - d. Ground clearance of the car body should not be less than $\frac{3}{8}$ inches.
 - e. Inside width of the car wheels shall not be less than $1\frac{7}{8}$ inches.
 - f. The height of the car shall not exceed $3\frac{1}{2}$ inches. The track used by Pack 72 has a low clearance at the finish line. Any additional height to a car could impact on this structure and damage the car.
 - g. The total weight of the car SHALL NOT exceed 5 ounces, per BSA rules.
 - h. Use only official axles, wheels, and body wood like those provided in the Pinewood Derby Car kit, per BSA rules.
 - i. Powered graphite lubricant can be used but it must be applied prior to inspection and check-in. DO NOT OIL THE AXLES.
 - j. Wheel bearings, washers, and bushings on the axles are prohibited.
 - k. The car shall not ride on any type of springs.
 - l. Any details added must be within length, width, height, and weight limits, provided they do not interfere with other cars.
 - m. The car must be freewheeling, with no starting devices (no launching devices or rubber bands).
 - n. No loose materials, or moving material, of any kind (such as lead shot) are allowed in the car.
 - o. The official number must be clearly marked or visible on the car (numbers are assigned at race check-in).
2. Once cars have passed the check-in inspection, the owners will not be permitted to touch the cars. The cars will be placed in a staging area and kept there throughout the derby.
3. Each heat will be announced. The drivers will be called to the starting line. All others must remain behind the barriers. Do not touch or disturb the track .
4. The starter is responsible for placing the cars on the track and starting the race.
5. The car whose nose is over the finish line first is the winner of the heat.
6. If a car leaves the track, runs out of it's lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car interrupts the repeated heat, it will be disqualified and recorded as a loss.
7. The derby format is as follows:
 - a. Individual brackets for each den; Tigers, Wolves, Bears, and Webelos.
 - b. The top 3 winners of each bracket will advance to the Pack bracket.
 - c. Brackets are double elimination.
 - d. First, second, and third place winners shall be recognized per bracket as well as a "turtle" winner.