



Cub Scout Pack 125

Rules & Regulations



Pinewood Derby Grand Prix



A. General Information

1. Car must be built from the "Official Cub Scout Grand Prix Pinewood Derby Kit".
2. Car must have been built in the current race year. Cars and/or parts, which have used in previous races or race years, will not be qualified.
3. Only Scouts racing and Race Officials will be permitted in the Race Track area.

B. Specifications – Length, Width, Height and Weight

1. Car width, including wheels and axles, shall not exceed 2-3/4 inches.
2. Car length shall not exceed 7 inches.
3. Car height shall not exceed 3-1/2 inches.
4. Car weight shall not exceed 5 ounces, per testing on the official Pack Race Scale.
5. NO loose or liquid materials of any kind (such as lead shot, mercury or other liquid weights) are allowed on or in-bedded in the car.
6. The wheel-base (distance between the front and rear axles) may NOT be changed from the kit body distance.
7. Maintain minimum of 3/8-inch clearance underneath the car so the car will clear the center guide strip on the racetrack.

C. Specifications – Wheels, Axles and Miscellaneous Parts

1. Axles, wheels and body wood shall be a provided in the "Official Cub Scout Grand Prix Pinewood Derby Kit".
2. Axles may be polished. No axle substitutes or other modifications are allowed.
3. Wheel bearings, washers or bushings, and solid (one-piece) axles are prohibited.
4. The Car shall be so constructed that the axles for each wheel are exposed from underneath the car.
5. NO beveling, bending or raising axles to lift a specific tire or tires off the track.
6. The Car shall not ride on any type of springs.
7. The Car must be freewheeling with no starting or propulsion device(s).
8. Hubcaps or other devices that cover the outside center of each wheel are prohibited. Outside hub of each axle must be visible.
9. Wheels shall remain FLAT. Wheels may be sanded to remove rough edges or molding marks. Wheels are not to be ground down or beveled.

D. Lubrication

1. Only dry powdered lubricants, such as graphite, may be used. The use of oil, silicone or other such lubricants is not allowed and may even damage plastic parts.
2. Axles may be lubricated prior to inspection and qualifications only. Re-lubrication of axles will occur after of before each heat by the pit crew.

E. Appearance

1. Details such as steering wheels, driver, windshield, decals, exhaust, fins, etc. are allowed as long as they meet the following requirements:
 - a.) Car, including any detailing, must be within length, width and weight requirements.
 - b.) Any detailing must be firmly attached.

F. Registration

1. All cars will be inspected on Registration Day to ensure it meets the above specifications prior to the race. Registration Day will be held on a date to be announced, posted and/or communicated.
2. A registration fee of \$1 dollar shall be collected after the car has passed inspection.
3. The car shall be stored after inspection and will be transported to the race by Race Officials

G. Racing Classes, Advancement & Pack Champion

1. The Racing Classes will be developed in such a fashion that accommodates all Dens: Lions, Tigers, Bears, Wolves, Webelos and Arrow-of-Light: Racing Class development will also take into consideration the number of Scouts within each of the Den's to ensure classes are fully balanced.
2. Heats will be conducted to determine the Fastest THREE race times from each Class. These three Racers will advance to the Pack Finals.
3. See "Racing Class" Assignments and how "Advancement" is Determined.

H. Open Class

1. The Open Class is intended for any adult, sibling, Den Chief or Pack Leadership, or Boy Scout that wishes to create and race a car. The intent of this class is to discourage excessive assistance to scouts in preparing their own car for the Den Classes.
2. The basic car must be an official Pinewood Derby Kit.
3. A Registration Fee of \$1.00 dollar for Youth/Children and \$2.00 dollars for adults.
4. Length, Width and Height Specification remain in effect for this class. The weight limit does apply to the Open Class.
5. The only limitation for this class is that all cars must be powered by gravity only.

I. Racing Your Car

1. When your name is called to race, proceed to the Garage Area to pick up your Derby Car. Be careful to not pick up your car by the wheels or touch anyone else's car. Hand your car to the starter. The Starter will place your car on the track. Proceed to the Finish Line area to watch your car race.
2. At the Judge's signal, the Starter will release the cars down the track. The car that crosses the Finish Line first will be declared the winner.
3. Retrieve your car from the Stop Track and carefully return it to the Garage area. If repairs are necessary due to collision or jumping off the track, the Cub Scout may proceed to the Pit area for minor necessary repairs. The Pit Crew will assist. After repairs are completed, the Pit Crew will re-qualify the car for racing.
4. Remember the object is to have FUN. Everybody that participates is a winner.
5. After all winning cars have been determined, attention shifts to the Winners Circle. When your name is called, Proceed to the Winners Circle for the presentation of Awards.

J. Other Award Groups

1. **Best Appearance:** Scouts vote on the car they feel is Best Appearance in the field of Derby Cars to include details such as: A "theme", "paint scheme" or "color scheme".
2. **Most Creative:** Scouts vote on the car they feel is the Most Creative in the field of Derby Cars to include, uniqueness, a theme, and creativeness.
3. Other Award Groups made be added at the discretion of the Race Committee.