

## **2008 Trinity Trails District Pinewood Derby Rules and Regulations**

### **Length, Width and Clearance**

- A. Overall width: 2 ¾ inches maximum
- B. Width between wheels: 1 ¾ inches minimum
- C. Clearance between bottom of car and track: 3/8 inch minimum
- D. Length of car: 7 inches maximum

### **Weight and Appearance**

- A. Weight: 5.00 ounces. The reading of the official race scale will be considered final. The car may be built to the maximum weight by the addition of wood or metal only, provided it is securely built into the body or firmly affixed to it.
- B. Mercury shall not be used for adding weight. It is a health hazard.
- C. Details, such as steering wheel, driver, spoiler, decals, painting and interior detail, are permissible as long as limits on length, width, and clearance are observed.
- D. Cars with wet paint or wet glue will not be accepted.

### **Wheels and Axles**

- A. Only Official Cub Scout Grand Prix wheels and axles can be used. Axle or wheel shape may not be modified.
- B. Wheel bearings, washers or bushings are prohibited.
- C. The car shall not ride on any type of springs.
- D. The car must be free wheeling with no starting device or other propulsion.

### **Lubrication**

- A. Only dry powdered lubricants, such as graphite, may be used.
- B. All repairs must be done in the Pit Area (see designated sign)
- C. The car may not be lubricated after it has gone through inspection (signed area)

### **Groundrules**

- A. Any registered Cub Scout (Tiger, Wolf, Bear, Webelos) may participate in the rank competitions of the District Derby from any Pack in the Trinity Trails District.
- B. Cars in the Rank competitions must have been built between September of present school year and race day.
- C. Each Scout in Rank competitions must race his own car.
- D. If a car leaves its lane, loses an axle, etc., but does not interfere with any other car on the race track, the race will not be run. However, if a car interferes with any other car on the track, the race will be re-run. If the same car leaves its lane again and interferes with another car, it will be removed from the race and assigned fourth place for that run. Any decision to re-run a race or remove a car will be made by the race director, the starter, and the finish line judge. Their ruling will be final.
- E. If a car suffers a mechanical problem (loses an axle, breaks a wheel, etc...) and a repair can be accomplished in a reasonable time, the heat will be run again. If not, the car will automatically lose the heat. If the car is repaired it must go through inspection again.
- F. The decision of the electronic timer at the finish line will be final. If the electronic timer malfunctions, there will be two judges at the finish line. Both judges must agree on the winner or the heat will be re-run.
- G. Only race officials and those racing will be permitted in the track area.

### **Inspections and Disputes**

- A. Each car must pass inspection by the official inspection team before it may compete. The inspection team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of the violations and given the opportunity to modify the car to meet these rules.
- B. Any dispute by a participant (including a parent of the participant) should be brought to the attention of the on-site race committee, whose decision will be final.
- C. Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.