

OFFICIAL PACK 260 PINEWOOD DERBY RULES

The pinewood derby is considered by many cub scouts the most exciting activity they will participate in all year. Accordingly many boys, and parents, take this race VERY seriously. While this enthusiasm is great, do not take it too far. Be a good sport and have fun. Parents are to model sportsmanship for their kids, and keep their kid's sportsmanship in check.

The Pack operates on the honor system. Any form of cheating or disregard for these rules will endanger your son's / sibling's ability to participate in the race, and places the other contestants at a severe disadvantage.

If you have any questions about these rules, please ask at the first available opportunity.

1. Dimensions and weight

- a. Maximum overall width, including wheels and axles, shall not exceed 2-¾ inches.
- b. Maximum overall length shall not exceed 7 inches
- c. Minimum width between wheels shall be 1-3/4 inches so the car will clear the center guide strip.
- d. Minimum clearance between bottom of car and track shall be 3/8 of an inch so the car will clear the center guide strip.
- e. Note: the laser timer reads the center of the guide strip. The first part of the car to break this laser beam, stops the timer. Thus, if your car design is not at least ½ of an inch wide at the front center of the car, the laser beam will be stopped further back on the car, which increases the time on the timer. Also if your car is hollow down the middle, it is likely your car will not break the laser and thus, your car's time will not be recorded. The timer recorded by the laser is the official race time, regardless of what part of the car crosses the finish line first.
- f. Weight shall not exceed 5 ounces. The weight recorded at check-in on the Official Race Scale is the official weight of that car, and is final.

2. Appearance

- a. You can ONLY use the axles (nails) and BSA wheels that are included in your Pinewood Derby box received from the Pack. You may axles, or wheels from any source other than the Pack. You may not use axles or wheels from previous years, or from another car. You may use a car body from another source, so long as the use of that car body still requires the contestant to assemble, paint, weight the car. Also the use of a pre-cut car body still requires the use of the axles and wheels provided by the Pack.
- b. Your son / sibling can ONLY race a car they helped build this year. "Help" is defined by the parent. You may not enter a car to race from another sibling, family member, friend, or purchase a car. You may not race a car from a previous year.
- c. Only wood, steel, tungsten, plastic, glue, lubricants as listed herein, and lead free paint may be used to construct the car. Lead may not be used for any part of the car.
- d. The parts of the car have to stay on and attached to the car for the duration of the event. Parts which come loose from the car and come into contact with another car during a race heat will automatically disqualify your car from the event. Cars with loose parts will not be allowed to participate.
- e. Decorative parts such as steering wheels, spoilers, and decals are permissible so long as they conform to the rules and dimensions listed herein.
- f. No design that places any part of the car ahead of the starting pin or would give the car a head start is allowed. See picture 1 below.
- g. The starting pin is the only device that may release the car.
- h. The starting pin must be clearly and completely visible from a top view of the car when placed in the starting position on the track.
- i. The only moving parts allowed on the car are the wheels.

3. Wheels and Axles

- a. ONLY the official BSA wheels and axles from the Pack may be used.
- b. Wheel bearings, washers, and/or bushings are not allowed.
- c. The car may not ride on any springs.
- d. The car may not use any form of propulsion other than gravity.
- e. The car wheels must be freewheeling.
- f. Wheels and axles provided in the Pack may be modified so long as those modifications conform to the Pack 260 race rules.

4. Lubrication

- a. Dry powdered lubricants such as graphite are the only allowable lubricants.
- b. No lubricant may be allowed to leave the car. Lubricants that leave the car and come into contact with the track or another car will not be permitted to race in that condition. If this condition is found during the race, the car owner will be allowed to remove the problematic lubricant once. If more lubricant is required to be removed from the same car more than once during the event, that car will be disqualified and not allowed to participate further.
- c. Cars may NOT be lubricated after check-in.

5. Check-in

- a. Cars with wet paint will not be accepted, and will not be checked in.
- b. Glue must be dry upon official check-in. Note Gorilla glue expands while drying; so this could expand the dimensions of the car.
- c. Decisions of the check-in staff are final.
- d. Only cars which have been entered during the official check-in period, and have passed inspection, may be allowed to race.
- e. Once cars have been officially checked-in, those cars may not be touched by the contestants for any reason.

6. The Race

- a. Decisions by the official race staff are final
- b. Contestants are not allowed to touch their cars, or another contestant's car, for any reason without the express permission of the race staff.
- c. If a car damages the track in any way, touches, or otherwise affects the outcome of another contestant's car during the race, that car will be disqualified and not allowed to continue the race.
- d. If a car breaks during a race heat the owner of that car will have five minutes to fix the car. The official Pack 260 race rules apply to any repairs made to the car. The car must be repaired to as close to original construction as possible, and the car may not be lubricated during the repair.
- e. If for any reason a car does not cross the finish line due to a malfunction of the car, that car will be allowed to re-try that race heat once. The owner of that car will have five minutes to fix the car. The official Pack 260 race rules apply to any repairs made to the car. The car must be repaired to as close to original construction as possible, and the car may not be lubricated during the repair.
- f. The time as recorded by the race timer is the official race time for that car's performance for that heat. No other observation or timer results will be considered.
- g. The race management program, computer, timer, and record are the official methods for managing the race.
- h. Disputes with the recorded performance of a car must be raised to, and acknowledged by, the race staff BEFORE the start of the next heat. If the dispute arises within the last race heat, the dispute must be raised within two minutes from the end of the last heat. Disputes raised beyond the time limits imposed by this rule will not be considered.

Picture 1: This design not allowed

