

## TALL OAKS PINEWOOD DERBY RULES

1. All cars must pass inspection to qualify for the race. After they pass inspection they are to be put at the designated table and left there. Absolutely no touching of the cars after inspection. The inspection points are as follows.
  - A. The width of the cars can be no less than 1 ¾ inches and no more than 2 ¾ inches.
  - B. The length of the cars can be no less than 5 inches and no more than 7 inches.
  - C. The Wheel base shall be 4 3/8 inches apart, from first groove to second groove, all other alterations will be disqualified.
  - D. The weight of the car shall not exceed 5 ounces.
  - E. **Only official BSA equipment may be used. Official supplies come in the Pinewood Derby Car Kit or are purchased from the BSA Scout Service Center or BSA Catalog.**
  - F. Wheel bearings, washers and bushing are prohibited.
  - G. Any details added must be within length, width and weight limits. The wheels shall not be covered with any substance, decal, etc. so that the wheel will be visible for inspection.
  - H. The car shall not ride on any type of spring.
  - I. The car must be freewheeling, with no starting devices.
  - J. No loose materials of any kind (such as lead shot, coins) are allowed in the car.
  - K. The official number must be clearly marked or visible on both sides of the car.
2. Each heat will be announced. Drivers will report to the starting line and give their cars to the starters to put on the tracks. All other people will remain behind the barrier.
3. The starter will make sure the cars are on the track properly and then will start the race.
4. The car whose nose is over the finish line first is the winner. The judges will decide who crosses the finish line first, second, etc.
5. If the car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc. the heat will be rerun. If the same car gets into trouble the second time the scout is disqualified and automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time, but without the disqualified car.
6. When the results of each heat are recorded, the drivers will take their cars and return them to the appropriate table assigned to their den.
7. Awards will be announced shortly after the heat for which the awards are to be given. The drivers and their partners will report to the specified area for pictures and award ceremony.
8. Graphite can be applied ONE time and that is all. There will be no reapplying graphite after each run down the track. Any racer who doesn't follow this rule will be disqualified, and removed from the race. Only lubricants allowed will be dry lubricants such as graphite and Teflon. No spray lubricants such as WD-40 or Silicone may be used.

### PROHIBITED ITEMS:

- > \* Wheel Bearings \* Washers \* Bushings \* Springs \* Straight through axles, Moving weights.
- > No loose materials allowed in or on car. (Lead shot) Such materials must be glued or secured in place.
- > The front of the car may not have slots to improve the starting position (front) of the car. The front tip must touch starting pin. No part of the car can protrude beyond the front of the car that touches the starting gate.

Last Note: Derby Committee officials will utilize an official BSA measuring tool to determine if your car is legal to race and the official weight scale will be calibrated using an official 5 oz weight.