

VERONA CUB SCOUT PACK 32 OFFICIAL PINWOOD DERBY RULES

EACH CAR MUST PASS INSPECTION BY THE INSPECTION COMMITTEE BEFORE IT WILL BE ALLOWED TO RACE. THE INSPECTION COMMITTEE HAS THE RESPONSIBILITY AND WILL DISQUALIFY THOSE CARS THAT DO NOT MEET THESE SPECIFICATIONS:

1. Construction of ALL entries MUST have begun AFTER last year's race using the kit provided.
2. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
3. The overall length of the car shall not exceed 7 inches.
4. The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches.
5. The car must have 1 $\frac{3}{4}$ " clearance between the wheels.
6. The car must have $\frac{3}{8}$ " clearance underneath the body.
7. **The wood provided in the kit must be used. The block may be shaped any way that is desired.**
8. The wheels supplied with the kit must be used. The wheels may not be cut, drilled, beveled or rounded. You may remove the seam from the wheels.
9. Each of all 4 wheels must be used on individual (separate) axles.
10. **Each of the wheels must touch the surface during submission of the car.**
11. The axles supplied with the kit must be used. They may be polished or dry lubricated.
12. Axles and wheels must be installed in original axle slots. Slots may be "re-cut" or straightened, but new or repositioned slots are prohibited. Drilled holes into block sides for axles are not allowed.
13. Wheel bearings, washers or bushings are prohibited.
14. The car must not ride on any type of springs.
15. The car must be freewheeling, with no starting devices.
16. No loose material of any kind, such as lead shot, may be used.
17. Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track
18. Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications.
19. Official assigned number must be visible on the car.
20. Only one car may be registered by any person in the Pinewood Derby.
21. Once a car passes inspection and is entered for the race, ONLY a member of the Derby Committee may touch it.

ADDITIONAL RACE DAY RULES:

1. If a car leaves its lane, at its sole discretion, the Derby Committee may inspect the track. If the Committee determines a track fault is found, which probably caused the initial violation, the Committee may order the race to be rerun after the track is repaired.
2. If a car leaves its lane and interferes with another car, the car at fault shall be declared to have lost the race heat, unless the Derby Committee determines a track fault is found which probably caused the initial violation.
3. If a car leaves its lane without interfering with another car and the Derby Committee determines such action is not due to a track fault, it shall be considered to have ended its heat at that point.
4. If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
5. If a car loses a wheel, or is otherwise damaged and it will not impede the Pinewood Derby, the racer shall have a reasonable period of time to make temporary repairs. The car will then be re-inspected before allowed to race.

ALL RULES ARE ENFORCED AT THE SOLE DISCRETION OF THE PINWOOD DERBY COMMITTEE CHAIRMAN AND ADDITIONAL RULES MAY BE IMPOSED AS NECESSARY. THEY ARE NOT SUBJECT TO APPEAL AND ALL RULINGS ARE FINAL.