

Pack 163 Pinewood Derby Rules

All cars must pass inspection to qualify for the race. The inspection points are as follows:

- 1) The car must have been made during the current year.*
- 2) The width of the car shall not exceed 2 ¾ inches.
- 3) The length of the car shall not exceed 7 inches.
- 4) The weight of the car shall not exceed 5 ounces.
- 5) The height of the car shall not exceed 3 inches.
- 6) Axles, wheels, and body wood shall be as provided in the kit. Only official BSA wheels are acceptable.
- 7) Wheel bearings, washers, and bushings are prohibited.
- 8) The car shall not ride on any kind or type of springs.
- 9) Any details added must be within length, width, and weight limits
- 10) The car must be freewheeling, with no starting devices.
- 11) No loose materials of any kind (such as lead shot) are allowed in the car.
- 12) Only dry graphite may be used to lubricate wheels.
- 13) The official number must be clearly marked or visible on both sides of the car. This number will be issued at inspection.

Heats/Races will be as follows:

Lions/Tigers
Wolves/Bears
Webelos/AOL
Scouts BSA/Outlaws**

Graphite may be added before inspection. A pit area will be provided, but participants must bring their own graphite, tools, weights, etc. After the derby car has passed inspection, it will be taken by a race official to the racing area to await the race. Additional graphite after inspection, registration, and placing of car in racing area will not be permitted.

* If your pack has not held their Pinewood Derby and does not allow a previously raced car, you may go back up to 12 months.

** This heat will include prizes; however, this heat will not be eligible for the Grand Champion Race.