

Pinewood Derby

Racing Specs



1. WIDTH: Overall width shall not exceed $2 \frac{3}{4}$ ".

If the car design you choose has a narrow body, make sure the area where the axles are inserted into the body remain within the racing specifications.

2. LENGTH: Overall length shall not exceed 7".

3. HEIGHT: Overall height shall not exceed $3 \frac{1}{2}$ ".

4. CLEARANCES: Distance between the wheels shall not be less than $1 \frac{3}{4}$ ". Clearance beneath the car shall be at least $\frac{3}{8}$ ".

5. WEIGHT: Weight shall not exceed 5 ounces or 141.75 grams. The car may be hollowed out or built up to the maximum weight by adding material. All material added to the car must be securely fastened to the car. No moving material or parts will be allowed. Under car weights must be flush with the bottom of the car (as to not rip up the finish line).

6. WHEELBASE: Wheelbase (distance between the axles from front to rear) will remain at the "as- delivered" dimension of $4 \frac{3}{8}$ " +/- $\frac{1}{8}$ ". The original slots in the wood block may be filled and re- drilled to insure that they are "square", but the original dimension must be maintained. If the block is drilled, this must be done in such a way as to allow inspection of the axle ends.

7. AXLES: The axles provided in the Official BSA Pinewood Derby kit are the only axles that will be allowed. Axles may be deburred, straightened, heads tapered and polished, but not grooved in any way. Axles provided from outside sources, such as Maximum Velocity, are strictly prohibited. The ends of the axles must be clearly visible for inspection.

8. WHEELS: The wheels provided in the Official BSA Pinewood Derby kit are the ONLY wheels allowed. They are clearly marked as being BSA supplied. The ONLY alterations allowed to the wheels is to sand off the plastic casting ridge from the production mold and the tread area may be sanded to insure that the wheel is round, or 'true'. THE 'BSA' MARKINGS ON BOTH THE OUTSIDE AND INSIDE OF THE WHEEL MUST BE CLEARLY VISIBLE. THE 'TREAD DESIGN' ON THE OUTSIDE EDGE OF THE WHEEL MUST BE CLEARLY VISIBLE AROUND THE WHOLE WHEEL. MATCHING MOLD NUMBER WHEEL SETS ARE STRICTLY PROHIBITED. NO MORE THAN 2 WHEELS MAY HAVE THE SAME MOLD NUMBER. AT LEAST 3 DIFFERENT MOLD NUMBERS MUST BE USED.

All other alterations, including rounding of the tread area edge, tapering, grooving, ridging or adding material to the wheels is expressly prohibited. This also includes any machining of material from the underside of the tread area.

9. ATTACHMENTS: Wheel bearings, washers, bushings, or any such material that may act as a bushing or bearing is expressly prohibited. The car may not ride on any type of spring. The car must be freewheeling with no starting device of any kind.

10. DETAILS: Detail attachments such as steering wheels, driver figure, decals, paint, pipes, etc., are permissible as long as these detail items are securely attached, and do not exceed the Racing Specifications for weight, length, height and width.

11. LUBRICATION: Graphite powder or TEFLON powder. No liquid lubricants of any kind are allowed.

12. INSPECTION: Each car must pass an inspection by Event Committee Officials before it may compete. The inspectors have the right to disqualify those cars that do not meet the above specifications.

13. FAST START DESIGNS: The design of the car must be such that at no time will any part of the car protrude beyond the portion of the car that rests against the starting pin / gate.

14. CONSTRUCTION: No complete cars purchased from outside sources shall be entered. Cars are to be constructed expressly for this year's race by the participant and his adult leader. Pre-shaped body kits (like those available at Michael's) may be used so long as the wheels and axles used are from the official BSA kit. Please note that many of the pre-shaped body kits come with wheels and axles do not conform to the rules.

15. FIELD REPAIRS: Parts that come off a car during the running of a race (including wheels) may be reinstalled in accordance with the following guidelines.

1) repairs must be completed within 5 minutes time, 2) repairs must be made without adding any material to the car (with the exception of super glue), 3) repairs must be made without removing the car from the impound/staging area, 4) the repaired car must not interfere with other cars in the race. Parts that come loose but do not separate from the car will not be allowed to be repaired unless the loose pieces interfere with other cars on the track.

Amended 11/18/15 -

Any car found in violation of the rules is subject to disqualification unless corrected prior to completion of race qualification. All decisions of the PWD committee are final.

Decorations – must be child appropriate and securely attached.