

2023 Muskingum Valley Council
The Cub Scout 500
OFFICIAL PINEWOOD DERBY RULES
Colony Square Mall,
3575 Maple Avenue, Zanesville, OH
March 26, 2023



All cars must conform to the inspection standards listed. The body of the BSA Grand Prix Racer must be made of wood. **Wheels and axles must be Official BSA Grand Prix Racer Parts. DO NOT ASSUME** the width, length, and height of kits are standard.

SCOUTS ARE REQUIRED TO BUILD A NEW CAR EACH YEAR.

CAR SPECIFICATIONS:

(Note: Wheels and axles must be Official BSA Grand Prix Racer Parts).

1. Overall width of body (**car including wheels**) shall not exceed 3 (three) inches.
2. Overall length of body (**car including wheels**) shall not exceed 7 (seven) inches.
3. The car (**car including weights and wheels**) must have a track clearance of a minimum of **3/8 inches**.
4. The height of the car (**car including wheels**) will not exceed 3 (three) inches.
5. The weight shall not exceed 142 grams (5 oz). **The scales at the derby registration are the official scales. Weight may vary from the scales that you use.** If a car does not meet the weight requirements, they can be adjusted in the designated pit area and retested.
6. Car detailing is permitted as long as they do not exceed the maximum length, width, height, and weight specifications of the car.
7. The body of the BSA Grand Prix Racer **must be made of wood**.
8. The car must have a **solid front end**, meaning **no slopes, no notches, no channels, and no points** on car that would give an advantage at the starting line.

CAR RESTRICTIONS:

1. No loose materials of any kind are permitted on the car. The car may be hollowed out and built up to a maximum weight by the addition of wood or metal only, provided that it is built securely into the body. **Mercury is prohibited as a weight.**
2. Washers and bushings are prohibited. Any and all **dry** lubricants are permitted but must be applied outside the building.
3. The wheels may not be reduced from their original size. **The wheels may be smoothed, but not tapered. Wheels and axles must be official BSA Grand Prix Racer parts only.** No hubcaps allowed. **All four wheels must sit flat on surface.**
4. The car shall not ride on any type of spring.
5. The car must be freewheeling with **NO** starting device(s).

GENERAL RULES GOVERNING RACE:

1. All racers must be registered Scouts. We will have an open race for siblings and adults.
2. Each car must pass an inspection by the Official Inspection Committee at the Derby. All rules will be strictly adhered to. **The inspectors will disqualify those cars that do not meet these specifications.** A pit area with tools will be available on Derby Day to make adjustments.
3. After registration and inspection, only the Cub Scout may handle their car.
4. A Cub Scout must be present to race their own car.
5. The race will be conducted in a blind draw, double elimination format.
6. Race lanes will be determined by the Cub Scout drawing a colored token out of a hat. Each color will correspond to a lane in the track. A wild Card token will be in the mix. Drawing the wild card allows the scout to choose their racing lane and will supersede the other colors.
7. The Cub Scout will place their car in the starting area of the track corresponding to their colored token. Once both Scouts are set the race will started by the Start Judge.
8. Each track will have a Finish Judge at the bottom of the track. The finish Judge will declare the winner or in the event of a tie call for the rerunning of the race. The Finish Judges rulings are final.
9. In the case of a tie, the racers will run again on the same lane.

DISQUALIFICATION:

1. If a car loses a part twice in any heat. Should this happen once, the race will be stopped and the racer will have a chance to fix his car.
2. If a car jumps the track twice in any heat.
3. If your car touches another car twice in any heat.
4. If any part of the car extends beyond the starting pin.
5. If the car is modified after registration by anyone in any manner.

TURTLE RACE RULES:

1. The Turtle race will be run between those racers with no victories in the regular Pinewood Derby. In this race, you "win" if you cross the finish line last.
2. The Turtle race will be a blind draw, single elimination race and follow the rules outlined above.
3. The Derby car must cross the finish line to qualify.
4. All other Derby rules apply for this race.

**QUESTIONS OR COMMENTS
SHOULD BE ADDRESSED TO:
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