



# BOY SCOUTS OF AMERICA®

## GREATER ALABAMA COUNCIL

### OFFICIAL COUNCIL PINEWOOD DERBY RULES

*The following outlines the Pinewood Derby rules for the Greater Alabama Council. These rules are to be used at all Pack Derby's, District Derby's and at the Council Derby. This will ensure proper qualification for all Scouts as they participate in the program. The purpose of the Derby is to provide a positive experience for the Scout, the parents, and the Pack, with the emphasis on ensuring our Scouts have a great time and make memories.*

1. **Scouts must use the official BSA Pinewood Derby bodies, wheels and axles.** BSA Grand Prix Pinewood Derby wheels and axles that have been altered and resold by third parties are prohibited. Car body items sold by the National Scout Store are allowed. Cars must be built within the current Scout year.
2. Weight: 5.00 ounces or less. The Official Scale is FINAL.
3. Length: 7 inches maximum. Typically, 2.75 "minimum. Cars should clear the track center guide, which is typically 3/8" in height.
4. Height 4" maximum. Car wheels must be at least 1 5/8" apart to straddle the center guide.
5. Gravity powered only. No power assisted devices such as rubber bands, magnets, CO2, etc.
6. No additional items may be added to the wheels or axles such as washers, springs, bearings, bushings, etc.
7. **You cannot modify the size, shape, dimensions, angle, camber of wheels or weight of the wheels.** There are exceptions to this rule - you may lightly sand the wheel, the axle, and the hub (the part of the wheel that touches the car body) to remove molding burrs or imperfections.
8. Axles may be filed, polished, grooved – as long as BSA axles from the official car kit are used and the work is done by the scout and/or their parent/guardian. You cannot bend axles.
9. Lubricants, such as graphite or Cub Scout Teflon Powder, may be used to lubricate the wheels. Oil-based lubricants such as Krytox may be used provided there is no excessive residue present at time of inspection.
10. No part of the car body, wheels or attachments may protrude in front of the starting peg.
11. It is **not** required that all four wheels make contact with the track at the same time.
12. No moving or loose parts may be incorporated into the construction of the car. The car design may be enhanced by the addition of other stable materials such as plastic or metal. Any additions must be firmly attached and meet Car Size Requirements.
13. Wheel base may be changed so long as the wheels do not exceed the specified length of the car.
14. Any car not meeting the stated rules when inspected at the Derby has the opportunity to change the car to meet the specifications.
15. Pinewood Derby Divisions are **Lion, Tiger, Wolf, Bear, Webelos, and AOL's**.
  - a All Derby's must run these 6 divisions (*Pack derby, District Derby, Council Derby*).
  - b **Divisions cannot be combined.**
  - c The Top 3 winners of each division from the Pack Derby are invited to the District Derby.
  - d The Top 3 winners of each division from the District Derby are invited to the Council Derby.
16. At the Council Derby, the Scout must be present to enter their car into competition. The Scout does not have to be there for the actual race.
17. Decisions of the Judges and Derby Committee are FINAL.
18. Sportsmanship, fair play, ability to race within the stated rules and Scouting spirit are the tone of the day.