

Black Otter District Pinewood Derby Rules for the Cub Scout Class

These will be the "only" rules used by the Black Otter District. Do not use any other rules found anywhere. It is recommended that these rules be handed out when the Cub Scouts get their cars. The Open Class rules have been put on a separate page. The Scout office will also have copies of the current rules.

The Pinewood Derby is open to all Cub Scouts. This activity allows each Cub Scout to build one Pinewood Derby car each year with the assistance and guidance from an adult. The Cub Scout is encouraged to do much of the design and craftsmanship by himself. The Cub Scout should also learn about good sportsmanship. All adult leaders and relatives of the Cub Scout are encouraged to build a car and enter in the "Open Class" category. The "Open Class" will have it's own separate rules. It is critical Cub Scouts compete against only Cub Scouts.

It is the Pack's responsibility to perform the check-in and weigh-in prior to the Pack's race. All scales used by any of the Packs must be registered. The Black Otter District has a 5-ounce standard at the Scout office to check the scales. Once the scale is deemed to be accurate with the 5-ounce standard it will be registered. The cars that advance to the Scout Show that had their Pack Pinewood Derby race run with a registered scale will not be re-weighed at the Scout Show. All other cars that advance will need to be weighed before being allowed to race. Check at the Roundtable meetings or the Scout office for information on registering the scales.

Specifications

It is all adults, leaders and Packs responsibility to enforce all of these rules.

1. Pinewood Derby Kit – The entrant is to build one derby race car using only the materials in one official Grand Prix Pinewood Derby Kit available at the Scout office. The kits from the hobby shop, craft store or the Awana's will not be allowed. No additional wood, body parts or separately purchased pre-formed bodies are to be used. The entrant must use only the wood that was removed from the original wood block in a previous cut. Other material such as glue, paint, decals and weights may be used.
2. No derby cars built in previous years will be permitted in this years' Pinewood Derby.
3. Springing – The derby car shall not ride on any type of springs.
4. Specific details or attachments – Some attachments will be allowed on the derby car. Details such as steering wheels, artificial drivers, windshields and tailpipes will be permitted if securely fastened and they meet all other requirements. No body parts or attachments will be allowed on the sides of the derby car, except for side pipes or weights. The front of the car must have a flat area to accommodate the starting gate. The starting gates are 3/8" dowels and cars with a pointed front tend to slip off the dowel. If the car has this problem it can be run down the track backwards. If the car does not have a sufficient flat area to accommodate the starting gate, it will have to be entered into the Best of Show Category. No portion of the car shall extend beyond the point that touches the starting gate. The car must be freewheeling, with no artificial starting devices.
5. Wheel and Axles – Each derby car will use only the wheels and axles (nails) that comes in the official Grand Prix Pinewood Derby Kit. No altering of any kind will be allowed to the wheels and axles. The wheels and axles must be used as they are right out of the box.

(over)

Revised 9/2001