

- The Scout office sells extra wheels and axles if you loose any. The Official Wheel and Axle kit from the Scout office will be the only replacements allowed. Wheel bearings, washers or bushings will not be allowed. No oil, grease, silicone or any wet lubricants will be allowed on the wheels and axles. Only dry powdered graphite will be permitted to lubricate the wheels and axles. No artificial self-lubricating mechanism will be permitted. High performance axles from the Official Scout catalog or the Scout office will not be allowed.
6. Wheel spacing – The spacing in between the wheels shall not be less than 1 ¼” or greater than 2” in width.
  7. Wheel base – The axles must be positioned on the car in the pre-cut slots already provided on each block. No altering of the pre-cut slot will be allowed.
  8. Wheel coverings – No artificial wheel coverings or decals will be permitted. All parts of the wheels and axles must be exposed.
  9. Car Body Clearance – The derby car must have a clearance of no less than 3/8”. If the clearance is less than the 3/8”, the bottom of the car will drag on the furring strips on the track.
  10. Width – The overall width of the car body shall not exceed 1 ¾”. (The only exception would be if the car has side pipes or weights on its sides.) The overall width of the wheels shall not exceed 2 ¾”.
  11. Length - The overall length of car shall not exceed 7”. Some blocks in the kits are longer than 7” and need to be shortened. Also, be careful when adding attachments not to exceed the 7” length.
  12. Height – The overall height of the car, prior to installing the wheels, shall not exceed 2”.
  13. Weight – The overall weight of the car shall not exceed 5 avoirdupois ounces or 141.7475 grams. No loose or liquid material of any kind will be permitted in or on the car. The car may be hollowed out and built up to the maximum weight by the addition of metal only, provided it is securely fastened into the body chassis. Each entrant is encouraged to build his derby car as near the maximum weight as possible.
  14. Once the car is registered for the race, only the “Race Officials” can handle it. Make sure you graphite the wheels of your car before it is registered. If a car is taken out to graphite the wheels after it had been registered, then the car needs to go through the check in again and be re-weighed.
  15. Any car found in violation of rule #2 will be automatically disqualified from competing in the Pinewood Derby.
  16. Any Cub Scout car found in violation of any of the other rules will be entered into the Cub Scout “Best of Show” category only.
  17. Following the Pinewood Derby of each Pack, the Cub Scout cars which placed 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> for “Speed” and 1<sup>st</sup> place for “Best of Show” will be taken to the Scout office by the Cubmaster or Pinewood Derby Chairman where the cars will remain until the Scout Show. Cars not left with the Cubmaster or Pinewood Derby Chairman will not be entered into the Scout Show Pinewood Derby. Please leave a copy of the Scout Show “entry” form in with the cars going to the Scout Show. Make sure all cars have a Name and Pack # on the bottom. Cars will be available to each Packs designated representative approximately 1 ½ hours before the Scout Show to re-graphite the wheels.
  18. Any first year Boy Scout that has a Pinewood Derby car that qualified for the Scout Show as a 2<sup>nd</sup> year Webolo will compete with his Pack in the Cub Scout category at the Scout Show.