

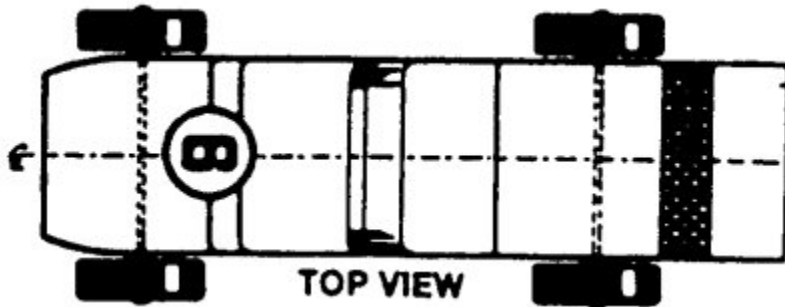


Official Pinewood Derby Rules

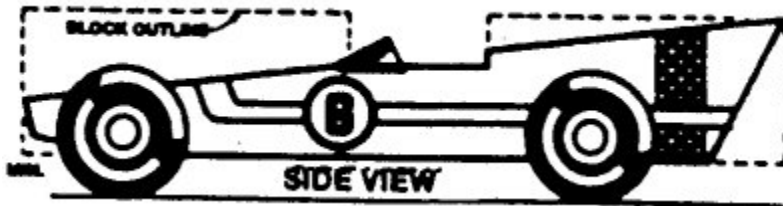
Please read the complete Rules and Specifications before building your car. Cars should be built by the child along with some adult guidance. Any technical assistance should be fully explained to the child so that he or she can use the knowledge on future projects.

Car Specifications

- **Width - 2-3/4"**



- **Length - 7"**



- **Weight - not over 5 ounces**
- **Width between wheels - 1-3/4"**
- **Bottom clearance between car and track - 3/8"** No weights should hang below body of car



Rules

- **Wheel bearings, washers and bushings are prohibited.**
- **The car shall not ride on springs.**
- **You can use any pinewood car kit you choose. Either solid axle (Indian Guides kit), Scout cars, or the ones you purchase from a hobby store.**
- **Wheels and axles may not be modified in anyway. Axles and wheels may be deburred to remove manufacturing imperfections. Axles may be polished.**
- **All four wheels must touching the ground simultaneously when the car sits flat.**
- **Details, such as steering wheel and driver are permissible as long as these details do not exceed the maximum length, width, and weight specifications.**
- **The car must be free-wheeling, with no starting devices.**
- **Each car must pass inspection by the Official Inspection Committee before it may compete.**
- **If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make the adjustment.**
- **After final approval, cars will not be re-inspected unless the car is damaged in handling or in the race.**
- **Once cars pass inspection, owner will not be able to handle, lubricate, or modify car. If car is removed from judges possession prior to the race, it must be reinspected. If it is removed during the race, it will be disqualified.**

Qualifying:

- **All tribes responsible for running their own qualifying session**
- **Top 1/3 from each tribe (minimum of two cars) proceed to finals**
- **Any car that is handled after being weighed in, will be disqualified. (Unless car was damaged by race official)**
- **Best of show trophy is awarded to the car which shows the most preparation and best looks as done by a child.**
- **Any parts that fall off a car during the race (including weights) will remain off for the remainder of event (except wheel and axle problems)**
- **Race officials have final word in any dispute**
- **No one, except the tribe which is racing, is to be around the finish line**
- **All cars are eligible to run in the Golden Turtle Race**
- **Only one Trophy per child. If you win two categories, (ie...best of show and 1st place) you will need to pick Which one of the two trophies you want.**

Helpful Hints

Since gravity is the force that makes the car run, it is important to reduce friction as much as possible. Apply graphite to the area where the wheel hub contacts the car body, and the inside edge of the wheel that rubs against the guide rail.

Please note

The Preliminary races will be Double Elimination races, with the rules and established running order set by the

Pinewood Car Derby Committee (their judgement is final). The Race of Champions will also be Double Elimination, with every effort made to fairly mix the qualifiers randomly, to create the most fun and best competition in that race.

We will be using a 6-lane track, and all efforts will be taken to randomly use them to create the best races possible. Ties in judging races will result in rerun of cars on different tracks until a winner is declared.

These rules have been discussed and accepted by the Big Walnut Local Longhouse Chiefs. All results are final, no recounts.