

**CAHOKIA MOUNDS DISTRICT,  
TRAILS WEST COUNCIL, BSA  
PINWOOD DERBY - RULES, REGULATIONS, GUIDELINES  
FOR PACKS & DISTRICT RACES**

**1. WIDTH:** OVERALL WIDTH SHALL NOT EXCEED 2-3/4 INCHES.

**2. LENGTH:** OVERALL LENGTH SHALL NOT EXCEED 7 INCHES.

**3. HEIGHT:** OVERALL HEIGHT SHALL NOT EXCEED 2-3/4 INCHES SO AS TO CLEAR SCORING LIGHT BAR AT THE FINISH LINE.

**4. WEIGHT:** TOTAL WEIGHT SHALL NOT EXCEED 5 OUNCES.

**5. WHEELS:** **MUST BE THE STOCK WHEELS THAT COME WITH THE KIT.** YOU MAY HOWEVER, SAND OFF THE SEAM THAT WAS FORMED ON THE WHEEL DURING THE MANUFACTURING PROCESS. **WHEEL TREAD MUST REMAIN FLAT.** NO OTHER SHAPING OF THE WHEEL IS ALLOWED. (FOR INSTANCE: SHAPING, MACHINING, SAWING WHEELS IN HALF FROM TREAD TO TREAD). NO OTHER MATERIALS OF ANY KIND CAN BE ADDED TO OR ADHERED TO THE WHEELS. THE ONLY EXCEPTIONS; YOU MAY PAINT THE CENTER "SPOKES" OF THE WHEELS OR ADD LUBRICATION MATERIAL AS STATED BELOW.

**6. BEARINGS:** NO BUSHINGS, WASHERS, SLEEVES OR ANY OTHER TYPE OF DEVICES WILL BE ALLOWED ON THE CARS.

**7. SPRINGS:** THE RACECAR SHALL NOT BE ALLOWED TO RIDE ON ANY TYPE OR STYLE OF SUSPENSION INCLUDING SPRINGS.

**8. AXLES:** **ONLY THE STOCK AXLES, WHEELS AND BLOCK OF WOOD THAT COME WITH THE KIT SHALL BE USED. PRECUT CARS ARE O.K. AS LONG AS THEY ARE OF PINE AND MEET ALL RULES, SPECIFICATIONS, AND REGULATIONS.** AXLES MUST REMAIN 4-3/8 INCHES + OR- 1/16TH OF AN INCH FROM CENTER TO CENTER. AXLES SHALL REMAIN 1-3/4 INCHES WIDE SO AS TO FIT OVER THE TRACK. BENDING OF THE AXLES (SO AS TO CAUSE THE WHEELS TO RIDE ON THE INSIDE OR OUTSIDE EDGE OF THE TIRE) WILL NOT BE ALLOWED.

**9. CLEARANCE:** THE LOWEST PART OF THE CAR BODY, INCLUDING WEIGHTS, IS TO BE NO LESS THAN 3/8 INCHES FROM THE GROUND. IF THE CAR BODY IS NOT AT THIS HEIGHT, IT WILL NOT CLEAR THE TRACK.

**10. LUBRICATION:** **ANY AND ALL LUBRICATION SHALL BE DONE PRIOR TO BEING REGISTERED. NO LUBRICATION MAY BE APPLIED AFTER THE CAR HAS BEEN REGISTERED AND CHECKED IN. NO LIQUID LUBRICANTS SHALL BE PERMITTED.**

**11. ASSEMBLY:** ALL RACE CARS ARE TO BE FULLY ASSEMBLED BEFORE BEING REGISTERED.

**12. WEIGHTS: STOCK WEIGHTS ARE RECOMMENDED AND CAN BE OBTAINED AT THE COUNCIL TRADING POST OR A&R PAINTS AND CRAFTS. LIQUID OR MOVABLE WEIGHTS OF ANY KIND ARE NOT PERMITTED.**

**13. INSPECTION: EACH RACE CAR MUST PASS THE INSPECTION PROCESS AT THE TIME OF REGISTRATION. THE INSPECTORS HAVE THE RIGHT TO DISQUALIFY ANY AND ALL RACE CARS WHICH DO NOT MEET THE RULES AND REGULATIONS OF THE RACE LISTED HERE. THE CAR MUST HAVE BEEN MADE DURING THE CURRENT SCOUT YEAR IN WHICH THE DERBY IS BEING HELD. THE SCOUT YEAR IS FROM SEPTEMBER TO AUGUST.**

**14. INSPECTION/REGISTRATION PROCEDURE:**

- a. WHEN THE SCOUT ARRIVES, PLEASE GO TO THE INSPECTION TABLE AND HAVE THE CAR GO THROUGH THE INSPECTION PROCESS. WHEN THE CAR PASSES THIS INSPECTION, GO TO THE REGISTRATION TABLE AND GIVE YOUR NAME, UNIT, UNIT NUMBER AND RANK (i.e. TIGER, WOLF, BEAR, or WEBELOS 1 or 2). FEES SHOULD BE PAID AT THIS TIME. IF FEES WERE PAID PRIOR TO THE RACE, A RECEIPT SHOULD BE SHOWN. A RACE NUMBER WILL BE PLACED ON THE RACE CAR AND A BUTTON BEARING THIS RACE NUMBER WILL BE GIVEN TO EACH SCOUT. PLEASE MAKE SURE THAT THE SCOUT WEARS HIS NUMBER.
- b. PLACE YOUR CAR ON THE HOLDING TABLE. YOU ARE NOW FREE TO DO AS YOU WISH UNTIL THE ANNOUNCEMENT IS MADE TO START THE RACE. AT THIS TIME, ALL INDIVIDUALS SHOULD BE IN THEIR PLACE AND REMAIN QUIET.
- c. ONCE YOUR RACE CAR HAS BEEN PLACED ON THE HOLDING TABLE, THE CAR WILL NOT BE HANDLED OR WORKED ON UNLESS IT IS THE OWNER OF THE RACE CAR AND HIS NUMBER HAS BEEN CALLED TO RACE OR THERE HAS BEEN AN ACCIDENT WHICH REQUIRES IMMEDIATE ATTENTION.

**15. RACE TIME:** WHEN THE SIGN IS GIVEN, ALL SCOUTS ARE TO BE SEATED AND REFRAIN FROM TALKING. ALL SCOUTS AND SPECTATORS WILL STAY BACK FROM THE ROPED OFF AREA. AN AREA OF APPROXIMATELY 4 FEET ON ANY SIDE OF THE TRACK MUST BE KEPT CLEAR SO THAT THERE IS SUFFICIENT ROOM FOR THE JUDGES, STARTER AND SCOUTS WHO ARE RACING TO RETRIEVE THEIR CARS AFTER THE RACE.

**16. THE HEATS:** WHEN THE SCOUT HEARS HIS NUMBER CALLED, HE WILL PICK UP HIS CAR THE HOLDING TABLE AND WALK OVER THE GIVE IT TO THE PERSON PLACING THE CARS IN THE STAGING AREA NEXT TO THE START. THE SCOUT WILL THEN MOVE TO THE FINISH LINE AREA OF THE TRACK AND WAIT FOR HIS RACE TO END TO PICK UP HIS CAR. HE WILL THEN RETURN HIS CAR TO THE HOLDING TABLE AND RETURN TO HIS SEAT IN THE STANDS.

**NO ADDITIONAL LUBRICATION OF THE CAR IS ALLOWED AT THIS TIME. THIS WILL BE GROUNDS FOR IMMEDIATE DISQUALIFICATION.**

**17. JUMPING LANES:** IF A CAR LEAVES THE TRACK, RUNS OUT OF ITS LANE, INTERFERES WITH ANOTHER CAR, LOSES AN AXLE, ETC. THE RACE WILL BE HALTED. THE RACE COMMITTEE WILL THEN INSPECT THE TRACK AND THE TRACK WILL BE RECERTIFIED AND THE CAR IN QUESTION WILL BE REPAIRED, RECERTIFIED AS PER ABOVE AND THE HEAT WILL BE RERUN IN THE SAME LANES AS BEFORE. IF AFTER THE ABOVE PROCEDURES ARE FOLLOWED AND THE CAR IN QUESTION AGAIN LEAVES THE TRACK, RUNS OUT OF ITS LANE, INTERFERES WITH ANOTHER CAR, LOSES AN AXLE, ETC, IT WILL AUTOMATICALLY BE DISQUALIFIED FROM COMPETITION. THE REMAINING CARS IN THE HEAT WILL THEN BE RERUN ON THEIR SAME LANES TO COMPLETE THE HEAT.

18. TIE BREAKING: IN THE EVENT OF A TIE, THE FOLLOWING PROCEDURES WILL BE FOLLOWED.

- A. THE TIEING CARS WILL CHANGE LANES AND RACE AGAIN.
- B. IF THERE IS NO WINNER, THE CARS WILL BE RACED BACKWARDS.
- C. IF THERE IS STILL NO WINNER, THE CARS WILL CHANGE LANES AGAIN AND RACE BACKWARDS.
- D. IF THERE IS STILL NO CLEAR WINNER, THE RACE COMMITTEE WILL MAKE THE FINAL DECISION. **THIS DECISION WILL BE FINAL.**

**19. RACE COMMITTEE: THE DECISION OF THE RACE COMMITTEE ON ALL MATTERS IS FINAL.**

**20. CAR ENTRY:** EACH BOY SHALL HAVE HIS OWN DERBY CAR. EACH BOY SHALL RACE AT HIS RANK LEVEL AT THE TIME OF HIS UNITS PINWOOD DERBY **NO BOY SCOUTS MAY ENTER A RACE.**

**21. PROTEST/COMPLAINT:** ANY AND ALL PROTEST/COMPLAINTS MUST BE MADE TO THE **RACE COMMITTEE COMPLAINT OFFICER** IMMEDIATELY AT THE TIME OF THE INCIDENT. **PLEASE BE COURTEOUS AND SPORTSMAN LIKE WHEN VOICING YOUR PROTESTS.** REMEMBER, WE ARE TRYING TO INSTILL GOOD SPORTSMANSHIP, RESPECT AND COURTESY TO THE YOUTH WHO ARE PRESENT. THE ADULT LEADERS WHO ARE WORKING AT THESE RACES ARE VOLUNTEERS.

**22. FOUR-RACE METHOD:** EVERY CAR WILL RACE FOUR TIMES, ONCE IN EACH LANE. THEY WILL ACCUMULATE POINTS BASED ON THEIR ORDER OF FINISH, i.e. 4 pts FOR FIRST, 3 pts FOR SECOND, 2 pts FOR THIRD, AND 1 pt FOR FOURTH. THE POINTS WILL BE TABULATED AND ANY TIES WHICH AFFECT THE TOP THREE PLACES WILL BE RUN AS OUTLINED ABOVE.

**23. DISQUALIFICATION:** DISQUALIFICATION MEANS YOU ARE ELIMINATED FROM FURTHER PARTICIPATION IN ANY MORE RACES AT THE EVENT.

24. GOOD LUCK TO ALL CONTESTANTS, HAVE A GREAT RACE AND MAY THE BEST CAR WIN.