

Pack 710 - Pinewood Derby Rules

CAR

All Cars must pass the following inspection to qualify for the race:

- Width shall not exceed 2- $\frac{3}{4}$ inches, and the length shall not exceed 7 inches.
- Weight shall not exceed 5 ounces.
- Axles, wheels and body will be from the materials provided in the kit. Solid axle are prohibited.
- New colored official BSA wheels can be used as replacements to the wheels supplied in the kit.
- Wheel bearings, washers, and bushings are prohibited.
- The car shall not ride on any kind of spring.
- The car must be free-wheeling, with no starting devices.
- No loose materials of any kind are allowed on the car. All accessories must be firmly attached.
- The axles must use the original placement locations on the car. No extended wheel bases.
- Lubrication. Only BSA Dry White Lube can be applied in the Archer Glen gym. No graphite, Hob-E-Lube, spray lubricants or oils can be used in the gym. Graphite can be used as long as it is applied to the wheel before the car is brought into the gym.

RACE PROCEDURE

- **Cars that are in violation with the above rules will be run in the unlimited bracket. NO EXCEPTIONS**
- Each boy brings his car to the inspection table to have it inspected and numbered. Cars will be impounded at this point, so make sure it is race ready.
- After inspection, the cars will be entered into the heat schedule.
- As each heat is announced, the Starters will place the cars at the starting gate. The Starter releases the gate.
- If the car leaves the track, runs out of its lane, interferes with another car, or loses an axle or other part, it will run again in the next heat if it can be repaired quickly. If the car jumps the track, it will be judged as finishing last.
- Our goal is to let each car race as many times as possible against as many other cars as possible.

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- If the car leaves the track, runs out of its lane, interferes with another car, or loses an axle or other part, it will run again in the next heat if it can be repaired quickly. In the first heat of the race, if the car jumps the track, it will be judged as finishing last.
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