

2023 IRON FORGE DISTRICT PINEWOOD DERBY

CAR SPECIFICATIONS

(Race Participants Only!!! These rules do not apply to Design Competition Entries)



- The car must have been made during the current year (the Scouting year in which the derby is held) and must have placed in the top 5 of the Scout's Pack Race.
- The width of the car shall not exceed 2 3/4 inches.
- The length of the car shall not exceed 7 inches.
- The height of the car shall not exceed 4 3/4 inches.
- The weight of the car shall not exceed 5 ounces. The official race scale will be considered final.
- The car must have 1 3/4 inches clearance between the wheels.
- The car must have 3/8 inch clearance underneath the body.
- Axles, wheels, and body wood shall be as provided in the Official BSA kit or colored wheel accessories sold by the Pennsylvania Dutch Council service center or the Scout Stuff online service center.
- Wheel bearings, washers, and bushings are prohibited.
- Wheels **may not** be cut, drilled, beveled or rounded. You may remove the seam from the wheels.
- Axles **may not** be reshaped (filed thinner, or grooved). You may remove burrs.
- Axles **may** be polished and/or lubricated. Only dry lubricants may be used and must not foul the track.
- No coatings other than the dry lubricant may be used.
- The car shall not ride on any kind or type of springs.
- Any details added must be within length, width, and weight limits.
- The car must be freewheeling, with no starting devices.
- No loose materials of any kind (such as lead shot) are allowed in the car.

REMEMBER TO DO YOUR BEST AND HAVE FUN!!

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OFFICIAL RACE RULES

1. All cars must pass inspection to qualify for the race.
2. Once qualified to race **no one** may touch the cars until race time.
3. All Scouts must be present at race time in order to qualify. It is **HIGHLY** recommended that Scouts be dressed in their Field (Class "A") Uniform.
4. Only race officials may be in the track area all others must remain behind the barrier unless otherwise asked to do so.
5. Racers in each heat will be announced prior to each race.
6. **Race officials** will place the cars on the track (not the Scouts).
7. Once all cars are on the track properly, **the starter** will start the race.
8. The track timer(s) will select the first-, second-, and third place finishers
 - _ The car whose nose is over the finish line first is in first-place.
 - _ The car whose nose is over the finish line second is in second-place.
 - _ The car whose nose is over the finish line third is in third-place.
9. In the event of a tie in the top two places a race off will be run to determine that place finisher.
 - Ex: If a tie for first place:
 - _ All cars in that place race off for that place.
 - _ The top finisher of race off becomes first place overall
 - _ The second place of race off becomes second place overall
10. If a car leaves the track, runs out of its lane, interferes with another car, the contestant is disqualified and automatically loses that race, remaining cars re-race....disqualified car can continue in the next round of heat.
11. If you need a pit stop to continue (**car damages only**)
 - _ An appointed Pit Manager will ensure all specifications are followed.
 - _ You will have 5 minutes to make repairs.
 - _ The car must be in the same condition as when it was submitted including weight.
 - _ **NO IMPROVEMENTS OR OTHER ALTERATIONS CAN BE DONE TO THE CAR.**
 - _ You will need to have your car re-inspected to qualify for further races.
12. Awards will be presented shortly after all racing has been completed. All Scouts are asked to be in attendance.
13. The drivers will report to the "stage" for the awards as their names are called.
14. **Judge's rulings are FINAL!!!**

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