

PACK 197 PINEWOOD DERBY RULES REVISED 12/2008

1. All cars must pass inspection to qualify. The inspection points are as follows:
 - a. The car must be made from the kit provided. No cars made from other kits will be allowed to race.
 - i. Only axles, wheels and body wood provided in the kit may be used. Axles must be installed in the slots provided in the block (wheel base)
 - b. The car must have been made during the current Scout year.
 - c. The width of the car must not exceed $2 \frac{3}{4}$ inches.
 - d. The length of the car must not exceed 7 inches.
 - e. The weight of the car must not exceed 5 ounces.
 - f. The car must have $1 \frac{3}{4}$ inches clearance between the wheels and $\frac{3}{8}$ inches clearance underneath the body, so it does not rub the track.
 - g. Cutting, drilling, beveling or rounding the wheels is prohibited. You may remove the seams and imperfections from the wheels. The axles may be polished and lubricated with a dry graphite powder.
 - h. Wheel bearings, washers and bushings are prohibited.
 - i. Springs of any kind or type are prohibited.
 - j. Loose materials of any kind; e.g., lead shot, in the car are prohibited.
 - k. Any details must be within the length, width and weight limits.
 - l. The car must be freewheeling with no starting devices.
 - m. The official number must be clearly marked or visible on the car. (This will be provided pre-race, at weigh-in.)
 - n. Once the car has been inspected, it will remain in the staging area that only race officials have access to until the driver's heat is announced.
 - o. If the car loses a wheel, or is otherwise damaged, the driver will have 5 minutes to make the repair.
 - p. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications.
2. The car's owner (Pack 197 scout) or parent or guardian must be present to race. If not present, the car will be disqualified.
 - a. If anyone besides the car's owner is to race the car, this must be cleared in advance with the Cubmaster.
3. Each heat will be announced. Drivers will report to the starting line and place their cars on the track. All others must remain outside the race barriers.
4. The starter will make sure all cars are on the track properly. Once the cars are set, the starter will initiate the race.
5. The drivers will report to the finish line. At the completion of the race, the starter will record the results.
6. The car whose nose is over the finish line first is the winner.
 - a. Results will be tracked electronically.
 - b. Heats will be generated by the software program.

- c. In the event of electronic failure, the Cubmaster will switch to the visual methods for determining the winner and 2nd, 3rd, etc., places (via place spotters) and the manual (back-up) method for generating heats.
7. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be re-run. If the same car has problems on the second run, the car will be disqualified from that heat and will automatically lose that heat. The heat will then be run a third time without the disqualified car.
8. Once the results of the heat are recorded, drivers will take their cars back to the staging area and return to their seats.
9. When all heats are complete, individual den winners will be determined as well as 2nd and 3rd place winners for each den.
10. Awards will be announced when all first, second and third place winners have been determined.
11. When all den winners have been announced, the pack championship races will begin. The first place winners from each den will compete against each other to determine the Pack Champion.

Above all have fun and may the best car win!