



**Lakeland District  
Cub Scout Pinewood Derby!**

**When: Saturday, April 10<sup>th</sup>**

**Where: Schukei Chevrolet, Inc.**

**721 So. Monroe**

**Mason City**

**Check-In: 10:00 - 11:00**

**Race time: 11:00**

**Classes: Tiger Cubs, Wolves, Bears  
Webelos and Open Class**

**Cost: \$5.00 per car**

All Cub Scouts, Webelos, Scout siblings, parents, friends and relatives are welcome to participate in the Pinewood Derby. You do not have to be a winner from your unit to participate. Webelos who have crossed over this year are still eligible to race.

This event requires several adult volunteers to serve as staff members. If you'd like to help, please email [mccurran@bsaemail.org](mailto:mccurran@bsaemail.org)

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**Lakeland District Pinewood Derby**

Name \_\_\_\_\_ Unit \_\_\_\_\_ City \_\_\_\_\_

Tiger \_\_\_\_\_ Wolf \_\_\_\_\_ Bear \_\_\_\_\_ Webelos \_\_\_\_\_ Open \_\_\_\_\_

Enclosed is \$ \_\_\_\_\_ (\$5 per car)

Please make checks payable to Winnebago Council

Mail your registration form and payment to Winnebago Council, BSA

1631 West 4<sup>th</sup> Street

Suite 128 Willowbrook Mall

Mason City, IA 50401

**RULES ON BACK!!!**

Any questions please call 641-424-2962 or email [mccurran@bsaemail.org](mailto:mccurran@bsaemail.org)

# LAKELAND DISTRICT PINEWOOD DERBY RULES

## 1. LENGTH, WIDTH, AND CLEARANCE

- a. Maximum overall width (including wheels and axles) shall not exceed 2 3/4".
- b. Minimum width between bottom of car and track shall be 3/8" so car will clear center guide strip.
- c. Maximum length shall not exceed 7 1/4".
- d. The wheel base (distance between front and rear axles) may not be changed; 4 1/4" distance.
- e. The car must be set-up to run on all four (4) wheels.

## 2. WEIGHT AND APPEARANCE

- a. Weight shall not exceed five (5) ounces (141.75 grams). The readings of the Official Race Scale will be considered final. The car may be hollowed out and built up to maximum weight by the addition of wood or metal only, provided that it is securely built internally and/or externally. No loose material or moveable weights are permitted on the car.
- b. Mercury shall not be used for any reason due to the potential health hazards associated with it.
- c. Details such as steering wheels, driver, spoiler, decals, painting, and interior details are permissible as long as these details do not exceed the maximum length, width, height, and weight specifications.
- d. Cars with wet paint will not be permitted to race.

## 3. WHEELS AND AXLES

- a. Only the official Grand Prix wheels and axles can be used. Axles may be polished. Wheels may be lightly sanded to remove the mold projection on the tread. This light sanding is the only wheel modification allowed. Beveling, tapering, thin sanding, wafering, or lathe turning of the wheels is prohibited.
- b. Wheel bearings, washers, and/or bushings are prohibited.
- c. The car shall not ride on any type of springs.
- d. The car must be free wheeling with no starting device or other means of propulsion.

## 4. LUBRICATION

- a. Only dry powdered lubricants, such as graphite, may be used. Regular oils or silicone sprays may soften plastic wheels.
- b. Cars may be lubricated before inspection. No further lubrication will be permitted unless a wheel breakdown occurs during racing (See rule 5h).

## 5. GROUND RULES

- a. The race is open to all registered Cub Scouts and Webelos Scouts.
- b. The race is also open to older Scouts, siblings, parents, and grandparents. They will race in the "Open" Class.
- c. Cars must have been built the same year as the District race and the same one used in their Pack's Pinewood Derby.
- d. The race will run on the point system. All cars will be guaranteed at least two (2) races.
- e. If a car jumps off the track, the heat will be run again. If the same car jumps the track again it will automatically be placed last for that heat.
- f. If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves the lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically be placed last for that heat.
- g. If a car, during a heat, suffers a mechanical problem, loses an axle, breaks a wheel, etc., and a repair can be accomplished within a reasonable time, the heat will be run again. If the repair cannot be accomplished within a reasonable time, the car will automatically be placed last for that heat.
- h. Lubrication after repairs is allowed on the damaged wheels only, under the supervision of the race committee.
- i. There will be three (3) judges to rule on any problem that may arise during the course of the race. Only two (2) of the three (3) need to agree. If there is a problem the judges do not wish to rule on, it may be taken to the race committee (i.e. interpretation of the rules).
- j. Only the race officials and the boys racing will be permitted into the registration and track area. **THIS RULE WILL BE STRICTLY ENFORCED.**
- k. If an electronic finish line is used, ties will not be rerun unless it would have been the last race to determine final standings. All cars involved get the same number of points, and the remaining cars will receive points as if no tie occurred. EXAMPLE: Two (2) cars tie for first, they both will be recorded as 1st place, the next car across the finish line will be recorded as third place, etc.
- l. If an electronic finish line is not used, the three (3) judges will determine the winners. If a tie occurs, then the race will be rerun alternating lanes until a winner is determined.

## 6. INSPECTION DISPUTES

- a. Each car must pass inspection by the inspection team before it may compete. The inspection team has the right to disqualify those cars which do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet the rules.
- b. Once a car has passed inspection it will not be reinspected UNLESS:
  1. The car has a mechanical failure and was repaired during the race.
  2. There was an obvious attempt made to deceive the inspection team by covering infractions of the rules. If such a thing happens, the judges and/or the race committee will have the right to disqualify the car, with or without adhering to the rules. If a car is allowed to reenter the race after the corrections have been made, the race will be run again; otherwise that car will be automatically placed last for that heat.
- c. Any participant (including the parent of a participant) has the right to appeal to the race committee for an interpretation of these rules. The race committee, by simple majority vote, will be the final judge of these rules. In the case of tie vote, the decision of the committee chairman will be final.
- d. Unsportsmanlike conduct by any participant or member of the audience will be grounds for the expulsion from the competition and/or race area.