

VIKING DISTRICT PINEWOOD DERBY RACE

Viking District Race Pinewood Derby Rules

1. The car, including all decorations, must conform to the following size and weight restrictions

- WIDTH - not to exceed 2 3/4 inches, inner wheel width a minimum of 1 3/4 inches.
- HEIGHT - ground to underside of car must be a minimum of 3/8 inch. Overall car height cannot exceed 6 inches.
- LENGTH - not to exceed 7 inches.
- WEIGHT - not to exceed 5 ounces and no loose weights.

2. NO cars from PREVIOUS years.

3. Only official Boy Scouts of America, or BSA-licensed, axles, wheels and body are to be used. Non-BSA-licensed parts from other kits brands are not allowed.

4. Wheel bearings, washers and bushings are prohibited.

5. Wheels must be official BSA, or BSA-licensed, wheels. NO wheel modifications are permitted EXCEPT:

- The hub and/or bore may be sanded and/or polished to improve the surface(s) which contact the axle or body.
- The outside tread may be sanded or shaved to remove defects, but the beads along the outside of the tread must remain fully intact.

Modified (e.g. lightened or rounded) BSA wheels sold by third parties are NOT permitted.

6. NO lubricating oil may be used. Axles may only be lubricated with dry powdered Teflon or graphite lubricant. No lubricants may be applied inside the building; all lubricants must be applied prior to check-in.

7. NO enclosing or packing of wheels. NO hub caps.

8. Axles must be attached directly to the car body in the axle slot. The car may not ride on any kind of spring(s).

9. The car must be freewheeling, with no starting devices. No assisted starts of any kind are allowed.

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10. NO loose materials of any kind are allowed on the car.
11. All cars must pass an inspection to qualify for the race. Failure to follow the rules will result in disqualification.
12. Once a car is checked-in, it will remain in the possession of the race officials until it is returned to the scout after the race. Scouts may not modify the car after check-in.
13. Cars that jump the track will be given a restart. Cars that jump the track a second time immediately after the restart will be disqualified.
14. In the case of a breakdown, race officials will endeavor to give the scout an opportunity to repair the car and recheck-in to complete the races. However, timing of the races and the length of time required for repair may preclude this opportunity. Cars that cannot be repaired quickly may be disqualified at the discretion of race officials.