

2022 Tri-County District Pinewood Derby Rules

SCOUT AND SIBLING CLASS

Car Body (the wooden structure that holds the weight, axles, and other add-ons)

- Height-not to exceed 3 inches
- Length-not to exceed 7 inches
- Width-not to exceed 3 inches
- Weight-not to exceed 5 oz (143 grams)
- Wheelbase may be any length, but wheels may not extend past front or back of car body
- Wood must be used to construct your own car body or frame. Additional material may be added as long as it fits the dimension rules stated above.
- 4 axles and wheels must be installed to the side of the car body located directly across from each other.
- Wheels must clear the center rail width of 1 5/8 inches and height of ¼ inch.

Axles

Must have a nail head. No one piece solid axles or needle axles permitted

Wheels

- Tread surface must remain flat and parallel to the wheel bore. Tread width may not be less than 7.5 mm., “H’ed, “V’ed, or rounded. Tread surface must remain as flat and parallel to wheel bore as humanly possible.
- All lettering and markings inside and outside of wheel must remain untouched.
- Drilling of lightening holes is not permitted.
- Wheels may not be reversed, must run in standard orientation.
- No wheel weights, bearings, bushings, wheel covers, air dams, or air shields permitted.

The following modifications are **NOT** allowed:

- Starting or finish line devices
- Electronic or lighting devices
- Glass or extremely fragile parts or parts that are not firmly attached.
- Wet paint or sticky material
- Sharp or abrasive objects attached to car.
- Axles and /or wheels attached to a device that alters rotation and spin.
- Any part of the car to go beyond the starting pin when staged at the starting line.
- Propellants of any kind.

Standard rules applying to any class:

- Scout class cars must be made by the scout this current year of 2021-22 (no aftermarket pre-made cars). Adult help with power tools is expected as Scouts don't use.
- All cars must be gravity and only gravity powered.
- Once cars have passed inspection they will not be returned until the conclusion of the event. Should a car become damaged officials will do their best to make repairs in a reasonable amount of time.
- If a car jumps the track that round will be re-run one time. Should that car jump the track a second time it will be disqualified.
- All cars must pass inspection prior to being accepted to run in the event.

This is a family event and even though it will be extremely competitive please remember the Scout Oath and Law. By all means cheer and have fun.

ADULT/PARENT RACE RULES:

- Car may weigh no more than 5 oz (143 grams)
- Tread width of wheels may be no less than 7.5mm
- Car must fit on the track
- Car must be gravity powered only.

Questions concerning interpretations of the rules should be directed by text to John Schofield at 301-535-1156.