



Rules

Width: $2 \frac{3}{4}$ "

Length: 7"

Weight: No more than 141.8 grams (5.0oz)

Axle Width: $1 \frac{3}{4}$ "

Clearance (between car and track): $\frac{3}{8}$ "

Height: Must fit under finish line and in tech box.

- Qualifying Races, Challenge Races, Jump Track, and 4 wide final eliminations.
- Car is presented for tech with wheels and axels removed. Car, wheels and axles are weighed. Car is assembled and presented for final inspection.
- Car must have been built this year from an Official Cub Scout Grand Prix Pinewood Derby Kit by scout and must be raced by the Cub Scout who built the car (unless there has been prior arrangements).
- Wheel bearings, washers, bushings, and hub caps are prohibited
- When the car is placed on a flat surface, the clearance of any wheel and the surface shall not be greater than the width of a dime (each wheel must push the dime) tech inspector determines this not parent. (all wheels must roll on the axels no binding a wheel so it will push the dime)
- NO reduction in wheel material is allowed (no turned wheels or hubs). Minor sanding of mold release point is allowed. (old Wheels)
- No cutting of axels is permitted (deburring and polishing is permitted)
- Car shall not ride on springs
- Only Official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted
- Only Powdered (dry) Graphite lubricant is permitted
- No starting devices
- No loose devices inside car
- Details are permitted as long as they do not exceed size or weight specifications
- Cars must pass Official Inspection during allotted inspection time
- Each scout in uniform (unit standard) is to present his own car for inspection. Scout should be able to answer questions about his car. Parent may help with this but it should be mostly the scout. Scout is allowed to present car in box or container to reduce the chances of damaging the car prior to inspection.
- If the rules don't say you can do it. You can't.
- **After car has passed inspection, no changes may be made to the car and the cars are not to be touched until it is time to race, exception is to repair race damage.**
- Further clarification of rules maybe forthcoming.
- Questions Troy Baugher baughert@ecu.edu 328-2927