

Official 2024 Seneca District Pinewood Derby Championship
Rules and Regulations

1. Body

- a. Cars must be built with the materials furnished with the Pinewood Derby Car Kit #17006, #17000, or the Wedge #614417 (with wheels see #8).
- b. Width – overall car width including wheels and axles shall not exceed 2 3/4 inches.
- c. Length – overall car length shall not exceed 7 inches.
- d. Height – car must be no taller than 4 inches in total and have no less than 3/8 inch clearance underneath. Starting peg rest no higher than 1 1/2 inches.
- e. Weight – the completed car shall not exceed 5.0 ounces. The car may be hollowed out and built up to a maximum weight by the addition of solid material provided it is securely built into or attached to the car. Loose or liquid materials are not allowed. To aid in a safe stop at the end of the track, it is recommended that weight be installed within the body of the car, on top, or no thicker than 1/8 inch on the bottom so as not to destabilize the car at the brake strip section.
- f. Shape – the car may be of any style, but no part of the car may extend beyond the front bumper which rests against the starting pin. “U” and “V” shaped front ends and quick start bars are not allowed. The most forward part of the car must be 5/8 inches or less from the bottom of the wheels to the point of the car that rests against the starting pin. The car may not be designed in any way which would give an unfair advantage at the starting gate.
- g. Springs, propellants, or starting devices of any kind are not permitted. The car must be freewheeling.
- h. Details added to the car such as steering wheel, driver, decals, etc. are permissible so as long as they are securely fastened to the car and do not exceed the car’s size limit. Do not use glass or excessively fragile parts. Any accessories that fall off the car must stay off for the duration of the entire race.

2. Axles

- a. only the nails furnished with Kit #17006, #17000, or the wheel accessory kits (see #7) are allowed.
- b. Axles must be mounted directly into the wood body of the car. Axles must be installed parallel to the bottom of the car so as to run parallel with the track. Modifications to the axles that are allowed are straightening, sanding, polishing, canting, grooving, beveling, and tapering of axle head so long as the diameter of the axle is not reduced. Axle sleeves are not permitted.

3. Wheels

- a. only the wheels furnished with the Kit #17006, #17000, or #614417 or accessory kits #17553 to #17557 may be used. Colored wheels sold at the Scout Shop are acceptable.
- b. The tread area may not be rounded, grooved, or shaped to a point. The complete inside and outside lettering must be clearly visible on the outside sidewall. Polishing the wheel bore is allowed. Wheel bores may not be filled and redrilled to alter the bore diameter or to achieve a better fit with the axle. Truing and re-coning the tip of the inner hub is not permitted. Any other tampering with the wheels will disqualify the vehicle; this includes drilling holes, slots, or lathe turning. No wheel bearings, bushings, washers, or hubcaps are allowed. The wheels must spin on the authorized axle. Four wheels must be attached to the car; at least three wheels must be touching the track surface.

4. Lubrication

- a. dry graphite or dry graphite/moly lubricant used. No liquid lubricants, waxes, polishes, soap, or other lubricants may be used. Dry graphite may be reapplied in between the regular and overall

races, but only under the supervision of a Race Official. Over application of lubricant, which results in excessive shedding onto the track is not allowed.

5. Magnets

- a. no magnetic material may be used on the car.

6. Race

- a. If a car should lose a wheel or weight during a race, a racer will be given three (3) min to make the necessary repairs under the supervision of a Race Official and the single car will rerun the heat.
- b. If a car should leave the track, but does not interfere with another car, the single car will re-run the heat. If a car should leave the track, and does interfere with another car, all cars will re-run the heat.
- c. Should a car fail to register it's time upon crossing the finish line, the single car will re-run the heat.

7. General

- a. Check-in and inspections are from 10:00am-10:45am. Races begin at 11:00am. No late entries will be accepted. One car entry per Scout.
- b. The car must be built for this year's race. Completed or partially completed cars may not be purchased from a third party.
- c. All cars MUST pass inspection before being allowed to race based on the rules and specifications stated above or they will not be allowed to race until the issue is resolved. Once the car is weighed in and accepted for competition, it will be placed in the custody of racing officials and will not be taken out until the car is scheduled to run. Cars will not be touched during the race except by official Pit Crew staff.
- d. Race Officials have the right to disqualify any car which does not meet all of the stated rules and specifications. The Official's decision is final. If a Race Official makes a ruling and you wish to appeal, all Officials will be assembled and based on majority rule, the decision will be upheld or overturned.
- e. This is a friendly competition! Any disrespectful behavior will not be tolerated! Remember to "Do Your Best"!

For questions or information, contact the 2024 Seneca District Pinewood Derby Chairperson,

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