



# OFFICIAL VIRTUAL PINEWOOD DERBY RULES



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Questions? Call Sherry at 541-231-0300 or email [BentonBSA@gmail.com](mailto:BentonBSA@gmail.com)

## Entry Guidelines

1. Each youth may enter only one car in the competition.
2. The car must have been built during the current year.
3. All cars must meet the following physical criteria:

### Car Length, Width and Clearance

1. The maximum overall width (including wheels and axles) shall not exceed 2-3/4 inches.
2. The minimum width between the wheels shall be 1-3/4 inches so the car will clear the center guide strip on the track.
3. The minimum clearance between the bottom of the car and the track surface shall be 3/8 inch so the car will clear the center guide strip on the track.
4. All measurements will be checked and verified at registration.

### Weight and Appearance

1. Weight shall not exceed 5 ounces. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided the material is securely built into the body or firmly affixed to it. No liquids or loose materials of any kind are permitted in or on the car.
2. Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width or weight specifications.
3. All added weights must be firmly affixed to the car. Any weight which falls off after the car has been inspected **may not** be replaced.
4. Cars with wet paint will not be accepted.



### Body, Wheels and Axles

1. It is not mandatory that all parts from the original kit are used. Alternate wheels, axels, and wood block may be used. Any part used **MUST** be BSA approved.
2. Wheels should clearly show the "BSA Pinewood Derby" logo.
3. Wheels may be sanded to smooth out molding imperfections on the tread area.
4. Weighted wheels, wheel bearings, washers, bushings, and hub caps are prohibited.
5. The car shall not ride on any type of springs.
6. The car must be free-wheeling, with no starting device or other type of propulsion.

### Lubrication

1. Only graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. No liquid lubricants are allowed.
2. Cars must be lubricated, and ready to race prior to registration. Once the car is registered, no further lubrication will be permitted.

## Inspection and Registration

*Lincoln County Please see note at bottom.\*\*\**



1. All car entries must have the youth who built the car present for the registration.
2. Cars must come to registration in a “shoe box” sized container with lid that the car will remain in, once registered, until the day of the race.
3. Each car must pass a technical inspection before it may compete. Technical inspection and registration of cars shall done prior to race day (Between 8/22 and 8/29)
4. **The results shown on the official scale at registration will be the weight recorded for entry to the race. All scales results outside of the official scale are not able to be used for entry to the race.**
5. If a car does not pass inspection, the owner will be informed of the reason his car did not pass (too long, too heavy, altered wheelbase, or the like). Cars which fail the initial inspection may be modified for final inspection and registration.
6. The Registration Official will not be able to register cars that do not meet these rules.
7. Any participant (including a parent of the participant) has the right to appeal to the Registration Official or Race Chairperson for an interpretation of these rules. The decision of the Registration Official or Race Chairperson will be final.
8. All cars and containers will be returned to their owners after race day is complete.

## Competition and Repairs

1. If a car jumps the track, the car will be run again. If the same car jumps the track a second time, that car will automatically lose that heat.
2. If a car leaves its lane and/or interferes with another car, the two cars will be run again. If the same car leaves its lane a second time and interferes with another car, the interfering car will automatically lose that heat and the interfered car will be run again.
3. If a car becomes damaged or critical parts fall off the car, but the car can be repaired in a reasonable amount of time, the car will be run again (see below). If not, the damaged car will automatically lose that heat or be removed from the event.
  - a. If a car becomes damaged or critical parts become dislodged during a heat, the onsite race staff will attempt to repair the car. A maximum of 5 minutes will be allowed for the onsite race staff to make the repair.
  - b. If the car cannot be repaired inside of 5 minutes or the car has repeat failures during different heats, the car will be removed from the event.
  - c. Critical parts are defined as wheels or large weight groupings. Non-critical parts will be attempted to be repaired, but may be removed from the car by the discretion of the onsite race staff to continue to allow the car to compete in the event.

### **\*\*\*Lincoln County**

***Youth do not need to be present to drop off cars***

*We are setting up drop-off locations – please check back – cars will be picked up THURSDAY Aug 27<sup>th</sup> and transported to Corvallis for the race then returned to the same location the following Thursday.*

***Weight of car – we recommend that the weight is just under 5 oz. If they are overweight on the official scale they cannot race. We will include permission slips allowing the race staff to make minor adjustments to cars after they are weighted on the official scales.***

***All other rules apply.***