NNJ Ramapo Valley District Pinewood Derby
Cub Scout District Finals 2014 Rules

The purpose of the rules is to provide a reasonable and level playing field for all contestants. Please read and heed the rules! If you have uncertainty about what is allowed, please contact the 2014 District Pinewood Derby Committee.

Eligibility of Contestants and Cars

- The 2014 Ramapo Valley District Pinewood Finals is open to all Cub Scout packs within the Ramapo Valley District. Packs may enter up to 4 cars, one for each category. These are 4 rank winners from the pack Tiger, Wolf, Bear, & Webelos. In case of illness or a valid conflict, an absent scout may be represented by a family member.
- The 4 entry categories include: Tigers, Wolves, Bear, and Webelos.
- **Participation is by pre-registration only**. Registration and deadlines will be published on the RV web site.
- **Pre Race check-in is required:** Two dates will be set within the 2 weeks prior to the race. Both will be held at the Oakland Service Center, 25 Ramapo Valley Road, Oakland, NJ 07436.
- Cars in the 2014 Competition must have been made for this race season. Cars or parts of cars such as wheels or axles, from previous years may not be used.
- Construction of cars should be done using the block in the official Grand Prix Pinewood Derby kit or authentic BSA approved parts.

Length, Width & Clearance

- Maximum overall width (including wheels and axles) shall not exceed 2-3/4"
- Minimum width between wheels shall be 1-3/4" so car will clear the center guide strip.
- Minimum clearance between the bottom of the car and track shall be 3/8" so the car will clear the center guide strip.
- Maximum length (including wheels) shall not exceed 7-1/8".
- The wheelbase (distance between the front and rear axles, center to center) shall be the same as the default kit body distance of 4-3/8".
- Axles are to be positioned 1 inch from one end (usually the front) and 1 & 5/8 inches from the other end (usually the rear), as in the standard official Grand Prix Pinewood Derby kit. Cars can be run in either orientation (front facing or rear facing).
- The maximum height is 2 & 3/4” to clear the timer tunnel.
- All 4 wheels must be in contact with the racing surface.

Wheels and axles

- Only the wheels and axles from the official Grand Prix Pinewood Derby kit may be used. Wheels and axles not from the official kits are prohibited with the exception of official BSA colored wheels available at the Scout Shop.
- Axles may be lightly filed, sanded and polished. This light filing, sanding and polishing is the only axle modification allowed.
- Wheels may be lightly sanded and polished. This light sanding and polishing is the only wheel modification allowed.
- Wheel bearings, washers, or bushings are prohibited.
- The car shall not ride on any type of springs. The car must be free-wheeling with no starting device or other propulsion, such as adhesives, magnets, rubber bands, motors, jets, etc.

Weight and Appearance

- Weight shall not exceed 5 ounces. The readings of the Official Race Scale will be considered final. A word of caution. We have been advised that some US Postal scales might weigh cars slightly light (approximately .1 ounce). It is advisable to have shed'able weights that can be added or removed for final race-day adjustments.
- The car may be carved, sculpted, and/or sanded in order to enhance performance and/or appearance.
- No loose materials of any kind are permitted on or inside the car.
- Additional materials may be added to the car for the following purposes only:
    1. Weights may be added to increase the weight and/or alter the weight distribution of a car.
    2. Paints/decals/decorations may be added to alter the appearance and/or aerodynamics of a car.
    3. Glue may be used to adhere the axles to the car body.
    4. Wood putty, or a similar wood-like substance, may be used to repair minor damage to a car.
    5. Details such as steering wheel, driver, spoiler, decals, painting and interior details are allowed as long as these details do not exceed the maximum length, width, height, and weight. Metal frames and metal axle supports are prohibited. Axles must be mounted into the wood.
- Indented noses are prohibited. Cars like the one pictured below will "stage" further down the track, and thus are not traversing the same course as other cars.

Lubrication

- Only dry powdered lubricants, such as graphite or white powder Pinewood Derby Car Lubricant, may be used. Oils and silicone sprays are prohibited.
- A car may be lubricated before inspection. Once checked in, no further modifications or lubrication will be allowed. Cars may not be lubricated while competing in a set of heats.

Racing Process

- Each car will have an opportunity to race a minimum of four (4) times, once in each lane of the Official Track. This compensates for any lane deviation. A race between four cars is considered a heat. The four heat times will be accumulated to determine a car's overall time. The overall time is used to determine standings.
- Each rank will race together. If a car arrives late and misses its registration deadline, it will not be considered for rank standings.
- All Rank Winners will race together for the overall District title.

Ground Rules

- If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time for the same heat, it will be given a Did Not Finish (DNF) time.
- If a car leaves its lane and interferes with another car, the heat will be run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will be given a DNF time.
- If a car suffers a mechanical problem and a repair can be accomplished within 5 minutes, the heat will be run again. Cars can be repaired only under the supervision of the Official Inspection Team.

Inspections and Disputes

- Each car must pass inspection by the Official Inspection Team before it may compete. The Inspection Team has the right to disqualify those cars which do not meet the rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules.
- Once a car is approved and checked-in, it may not be touched or removed from the impound area.
- Ungentlemanly or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.