

AMERICAN RIVER DISTRICT  
PINEWOOD DERBY OFFICIAL RULES

1. NO PRE-CUT CARS or cars from a PREVIOUS year.
2. WIDTH: body not to exceed 2-3/4 inches; spacing between wheels no less than 1-3/4 inches.
3. HEIGHT: minimum ground clearance must be 3/8 inches. Overall height may not exceed 4 inches.
4. LENGTH: not to exceed 7 inches.
5. WEIGHT: not to exceed 5 ounces.
6. Axles, Wheels and body provided in the Boy Scouts of America kit are the only parts to be used. Wheels or single piece axles purchased separately are NOT allowed.
7. Wheel bearings, washers and bushings are prohibited.
8. Wheels may be sanded to remove the mold seam only. Wheels are not to be turned on a lathe, completely smoothed or modified in any way. Some of the original surface MUST still be visible.
9. No lubricating oil of any kind may be used. Axles may only be lubricated with dry powdered graphite. No lubricants are allowed in the building and must be applied prior to the race.
10. No enclosing or packing the wheel hub. No hub caps.
11. No changing of the axle slot position is allowed. The pre-cut axle slot in the block of wood must be used. If, in the event the slot is not at a true 90 degrees to the length of the body, an adjustment may be made by filling the original slot and re-sawing the slot at the same location.
12. The car may not ride on any kind of suspension.
13. The car must be free wheeling, with no starting device.
14. No loose materials or moving parts of any kind are allowed on the car.
15. All cars must pass an inspection to qualify for the race. Failure to follow the above rules will result in disqualification.
16. Cars that jump the track will be given a restart.
17. The race team in the event of a breakdown will attempt minor repairs during the race.
18. ALL DECISIONS BY THE DISTRICT PINEWOOD DERBY COMMITTEE ARE FINAL. ALL COMPUTER RACE RESULTS ARE FINAL.

Helpful Hints

1. Paint body parts before assembling them to avoid getting paint on axles and wheels.
2. Remove burrs on the nail axles before adding wheels, using superfine sandpaper, emery paper or emery cloth.
3. If there is a seam on the wheel, sand them lightly. Refer to "building instructions" on the package insert.
4. Distribute the weight evenly. Weight attached to the bottom of the car may hit the track and cause the car to lose time. Fishing weights or weight kits are available at the scout shop, hobby and hardware stores.
5. Make sure pre-cut axle slots are perpendicular to the car body.
6. Before gluing axles in, make sure all four wheels are even and touching the ground.
7. Use white glue or model airplane cement to hold axles in body.

Adults: Remember this project is for the BOYS. Adults should guide and help as needed. These Rules have been created to level the playing field so it can be fair for everyone.