

CIEC PINWOOD DERBY RULES

Saturday, October 24th

Cars must be turned in to council by October 17th.

Cars built in 2019 and 2020 are eligible to race.

ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE

Following are the inspection points

1. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
2. The overall length of the car shall not exceed 7 inches.
3. The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches.
4. The maximum height of the car cannot exceed 5 inches (Adjust this limit so that the cars will pass under your finish gate).
5. The car must have 1 $\frac{3}{4}$ " clearance between the wheels.
6. The car must have $\frac{3}{8}$ " clearance underneath the body.
7. The wood provided in the kit must be used. The block may be shaped any way that is desired.
8. The wheels supplied with the kit must be used. The wheels may not be cut, drilled, beveled or rounded. You may remove the seam from the wheels.
9. The axles supplied with the kit must be used. They may be polished or lubricated.
10. Wheel bearings, washers or bushings are prohibited.
11. The car must not ride on any type of springs.
12. The car must be freewheeling, with no starting devices.
13. No loose material of any kind, such as lead shot, may be used.
14. All cars must have the scout's name on the bottom of the car.
15. The position of the axles must match the axle wells that are pre-cut into the pinewood cars. No extended wheel bases are allowed.
- 16. Cars will be weighed using a calibrated weight that can be purchased on Amazon.
https://www.amazon.com/Certified-Weight-Deluxe-Pinewood-Derby/dp/B017URQY2I/ref=sr_1_64?dchild=1&keywords=calibrated+5+oz+weight&qid=1600048654&sr=8-64

Each car must pass inspection by the official inspection committee before it will be allowed to compete. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications.

Additional Rules

- The car body may have no moving parts.
- If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
- If a car leaves its lane, at his sole discretion, the track chairman may inspect the track and, if a track fault is found which probably caused the initial violation, the track chairman may order the race to be rerun after the track is repaired.
- If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
- If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.
- Construction of ALL entries MUST have begun in 2019 or 2020.
- Only one car may be registered by any person in the Pinewood Derby.
- Only graphite lubricant may be used. Lubricants may not foul the track.
- Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications.
- Cars must be powered by gravity only!
- The front of the car cannot be designed to gain an unfair advantage by shortening the distance between the start pin and the finish line sensor and the car design cannot otherwise interfere with a fair start.
- The bore of the wheels may be reamed, coned, and polished, but not otherwise altered.

- Drilling holes in the wheels is not allowed.
- The axles should not be mounted at an angle or deliberately bent in order to tip any of the wheel treads to an angle.
- No part of the car can extend past the starting pin.
- If a car jumps off the track or jumps to a different lane, the heat will be run again. If the same car jumps off the track a second time, it will automatically lose the heat.
- If a car suffers a mechanical problem and a repair can be accomplished within 5 minutes, the heat will be run again. If not, the car will automatically lose the heat.
- The front most and rear most wheels must be positioned across the body from one another.
- Lead weight, if used, must be completely sealed and safe from all possible contact with youth.
- All four wheels must consistently touch the track. No altering of the car to make less than four wheels touch the track will be allowed.
- Any scout or parent who races or attempts to race a car that has not been made by the parent or scout will be subject to elimination from the race and a potential ban from the Pinewood Derby event. The seriousness of the offense will be taken into consideration by the leadership team before a decision is rendered.

Check-In Process

- Each district has a Pinewood Derby Team.
- Scouts will be required to turn their cars into their District Pinewood Derby Team no later than one week prior to the race.
- Each car must be marked on the bottom in black sharpie on the bottom with the scout full name, unit number, district name, and rank.
- Each car should be in a small box and should be padded or wrapped in a cloth to prevent damage. The box should not be larger than a shoe box.
- Each box must be marked in black sharpie on the top and end with the scout full name, unit number, and rank.
- The team will inspect the cars and bring them to the race.
- Cars will be available for pickup one week following the race.
- Cars will be weighed using a calibrated weight that can be purchased on Amazon.
https://www.amazon.com/Certified-Weight-Deluxe-Pinewood-Derby/dp/B017URQY2I/ref=sr_1_64?dchild=1&keywords=calibrated+5+oz+weight&qid=1600048654&sr=8-64

Entry Classes

Best Looking Patriotic Car

- The 3 best-looking Patriotic-themed cars from each district will receive an award.

Best Looking Halloween-themed Car

- The 3 best-looking Halloween-themed cars from each district will receive an award

Scout Class

- Scouts may submit a car and race against other scouts at their same rank. Prizes will be awarded to the three fastest cars in each rank.
- The ranks are Lions, Tigers, Wolves, Bears, and Webelos/AOL

Adult Class

- Adults may submit a car and race against other adults using the same rules that the scouts use. Prizes will be awarded.

Sibling Class

- Siblings and other non-scout youth may submit a car and race against other adults using the same rules that the scouts use. Prizes will be awarded.

Race Process

District Races

- Cars from each district will complete three races against other cars from the same district.
- The average time for each of the three races will be calculated.
- The cars will then be ranked in average time order.
- The fastest three cars from each rank will receive an award and will advance to the council finals.

Council Races

- Cars from each district will complete three races against other cars from the same district.
- The average time for each of the three races will be calculated.
- The cars will then be ranked in average time order.
- The fastest three cars from each rank will receive an award and be declared CIEC Council Champions.

Broadcast

- The races will be recorded and broadcast for public view.
- Participants will be notified of the date and time of the broadcast.

