

# 2012 Greater Cleveland Council Pinewood Derby

## Car Specifications

Revised 1/19/12

### 1. Dimensions

**Height:** Maximum of 3.0 in.

**Width:** Maximum of 2 3/4 in.

**Length:** Maximum of 7 in.

**Weight:** Maximum of 5.0 oz. (141.75 grams)

**Center Rail Clearance Height:** 3/8 in. **Center Rail Clearance Width:** Minimum 1 3/4 in. inside wheel to wheel

### 2. Axles

- a. Axles must be official BSA axles as provided in the Grand Prix Kit or Wheel/Axle replacement kit.
- b. Axles may not be significantly reduced in size.

### 3. Wheels

- a. Only "Official BSA Wheels" may be used.
- b. Wheels may be sanded and polished to remove surface imperfections, to true the roundness of the wheel and to flatten the tread/contact surface. Coning the inside hub or truing the outside hub face is allowed.
- c. Significant weight reduction or wheel modification is not allowed.
- d. Wheel tread must remain flat across the entire width and parallel to wheel bore with a minimum width of 7.5mm.
- e. The ribs on sidewall must remain visible around the entire circumference.

### 4. Lubrication

- a. Lubrication cannot be falling off the car at check-in.

### 5. General

- a. The car must be newly built for the current Cub Scouting Year using Official BSA components. The main part of the body must be made of Pinewood.
- b. Car must have at least 4 wheels and 4 axles.
- c. Additional materials may be added, as long as they meet the race requirements.
- d. All car parts and materials must be firmly attached.
- e. Weight shown on the Official Race Scale is final.
- f. The car must be free wheeling with no springs, magnets, starting devices, or propellants of any type.
- g. Washers, bushings, bearings or inserts are prohibited.
- h. Each car must pass inspection by the race day Pinewood Derby Committee before it may compete.
- i. It is the responsibility of the Scout to present their car for inspection.
- j. A Scout whose car fails inspection will be allowed to make adjustments to the car.
- k. After the car has passed inspection, it will be impounded by the Race Officials to await the race. Cars may not be handled after inspection, except by Race Officials, until all races are completed.
- l. Paint and glue must be dry at check-in with no sticky surfaces on the car body.
- m. No part of the car can extend beyond the starting peg.
- n. In the event of a breakdown during the race, the Scout may make an attempt to repair the car within a reasonable time. The car must pass inspection again prior to another attempt to race. If, after 3 attempts, the car cannot complete the heat, it will be given the maximum heat time.
- o. A car that jumps off the track or interferes with another car will be allowed to re-run the heat. A car jumping off the track or interfering with another car 3 times will be given the maximum heat time.

***All determinations by the Race Committee are final.***