



CUB SCOUT PACK
442
LAKEWAY, TEXAS

2022 Pack 442 Pinewood Derby Official Rules & Regulations

Help your Scout feel that this is a joint project, with him doing as much of the work as appropriate for his age. As Scouts get older Pack 442 expects them to take on more responsibility for their car. Help your son understand that "doing your best" is more important than having the fastest car. Feel a sense of pride and satisfaction when the model and race are finished. Share it with your son. You have both earned it. Spending time with your Scout, helping him "do his best," will be remembered by both of you long after the race is finished.

IMPORTANT DATES

Weigh-In and Registration. January 21, 2022 (times TBD): Scouts bring their car for Official Weigh-In and Inspection to certify cars meet all Pack Regulations. Once certified, the Car is registered for the Derby and will stay with the Pack at the Church until Race Day. No modifications may be made once registered. After the car has passed the check-in tests (proper size, weight, etc.), it will be "impounded" until the Derby is finished. **Scouts must check in cars Friday night in order to race. Check in will be by sign-up genius & time specific.**

Pinewood Derby Race Day. January 22rd, 2022 2:00 – 5:00 PM: Races are conducted by Rank, starting with Lions ending with Webelos IIs. Pack Leadership will send starts times closer to Derby Day. Once all Ranks are completed, an Overall Pack Derby Winner will be determined by racing all 1st Place Winners.

1st, 2nd, and 3rd place winners in each Rank will receive a medal. Trophies are awarded to the 1st, 2nd, and 3rd fastest overall winners. We have 2 new awards to give out this year: 1) most creative car; and 2) most realistic car.

Race Regulations. These are Pack 442's OFFICIAL rules, and override any different rules enclosed inside the Pinewood Derby car kits.

- 1) All Pinewood Derby cars must be made from official Cub Scout kits distributed by the Pack. Car kits purchased online, from hobby stores or pre-made cars are not allowed.
Pinewood Derby is a Scout's favorite event. Let them build their own cars!
- 2) Cars must have been made during the current year. Cars carved in previous years are not allowed.
- 3) Due to the starting mechanism of the track, cars need to have a flat front. If they do not, they may be required to run backwards in the race.
- 4) **WIDTH:** Car cannot be more than 2 ¾" wide.
- 5) **LENGTH:** Car cannot be more than 7" long.
- 6) **HEIGHT:** Car cannot be more than 3" high (so that it can pass under the electronic eye at the finish line). It is acceptable to place weights on bottom of car so long as they do not impede the car's ability to race down the track.
- 7) **WEIGHT:** Finished car cannot weigh more than 5oz. The weight shown on the Official Race Scale is final. All car parts and materials must be firmly attached. Wood or Metal can be used to increase car's weight.
- 8) Mercury is not allowed.
- 9) **WHEEL PLACEMENT:** The car body must be at least 1 ¾" wide at the axles. It must clear the



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ground by at least 3/8". The four wheels, two on each side of the car, must be placed such that the car will straddle the lane guide and maintain all four wheels in contact with the surface of the track.

- 10) **WHEELS AND AXLES:** Use only the wheels and axles provide by the Pack. You can polish the axles. You may lightly sand the wheels to remove the molding seam on the tread. No other wheel changes (i.e. Rounding or Pointing) are allowed. You may not use bearings, washers, or bushings.
- 11) **SPRINGING:** The car may not ride on any type of springs.
- 12) **DETAILS:** Details such as Steering Wheel, Driver, Decals, Painting, or Interior Details are okay. The finished car with details must meet the maximum length, width and weight rules. Please make sure your paint is dry before turning in your car.
- 13) **ATTACHMENTS:** The car must be freewheeling with no starting devices.
- 14) **LUBRICATION:** Use dry powdered graphite ONLY. DO NOT APPLY GRAPHITE INSIDE THE CHURCH. You may not use any other lubricant, especially oils and silicone sprays. No graphite may be applied after final inspection.
- 15) **INSPECTION:** Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will disqualify any car not meeting these rules.
- 16) **NAME / DEN ON CAR.** Please write your Scout's name & den number on the bottom of the car so it can be read by race officials.

Additional Comments

You can find lots of tips by searching the Internet for "pinewood derby." Be aware, however, that not all tips comply with the Pack 442 rules. In addition to the race regulations, please note the following:

While most cars weigh 5 ounces, are 2.75" wide, and are 7" long, the rules we operate under do not prohibit cars from being shorter or narrower, or weighing less than the maximum weight. Also, the rules do not prohibit the axle slots from being moved.

Remember: all four wheels must touch the table surface at check-in.