

Chickasaw District Pinewood Derby



**THE TOP 3 FINISHERS FROM EACH
DIVISION**

ARE INVITED

**SATURDAY MARCH 15TH @
WARREN ROAD ELEMENTARY**

ENTRY FEE \$5.00

REGISTRATION 8:30AM

RACES START AT 10AM SHARP

For more information please contact either
Steve Crawford (706) 210 4140 Pack 45 or Max Williams (706) 733 5277
at the Scout Office



Pinewood Derby Rules

1. All cars must pass inspection to qualify for the race. The inspection points are as follows:
 - a. The car must have been made during the current year (the year in which the derby is held).
 - b. The width of the car shall not exceed 2 3/4 inches.
 - c. The length of the car shall not exceed 7 inches.
 - d. The weight of the car shall not exceed 5 ounces.
 - e. Axles, wheels, and body wood shall be as provided in the kit.
 - f. Wheel bearings, washers, and bushings are prohibited.
 - g. The car shall not ride on any kind or type of springs.
 - h. Any details added must be within length, width, and weight limits.
 - i. The car must be freewheeling, with no starting devices.
 - j. No loose materials of any kind (such as lead shot) are allowed in the car.
2. Once the car passed inspection and is checked in, it may not be altered. Boys may not touch or play with their cars after it has been checked in.
3. Car wheels may be lubricated with graphite only before inspection. No additional graphite may be added after the car is checked in.
4. Each heat will be announced. Drivers will report to the starting table and place their cars on the track. All other people must remain behind the barrier.
5. The starter will make sure the cars are on the track properly and then will start the race.
6. The starter and drivers will then report to the finish line to record the results.
7. The car whose nose is over the finish line first is the winner. After all heats are run, the cars with the fastest overall time will be awarded first; the second fastest will be second and the third fastest will be third. In case of a tie, "Top Speed" will be considered as a tie breaker. If a tie remains, a best of three runoff race will be run.

8. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the heat will be rerun. If the same car gets into trouble on the second run, the contestant is disqualified and automatically loses that race. If, on the second run, another car is interfered with, the heat will be run a third time but without the disqualified car.
9. Cars that break or suffer a malfunction during racing may not be repaired. If a car is unable to continue racing, it will be disqualified.
10. When the results of each heat are recorded, the drivers will take their cars and return them to the starting table.
11. Awards will be announced shortly after all heats for a division are run and results are calculated
12. The total of heats will be determined by the number of entrants. The first three places from each division will advance to the Council Pinewood Derby on March 29.

May the best car win!