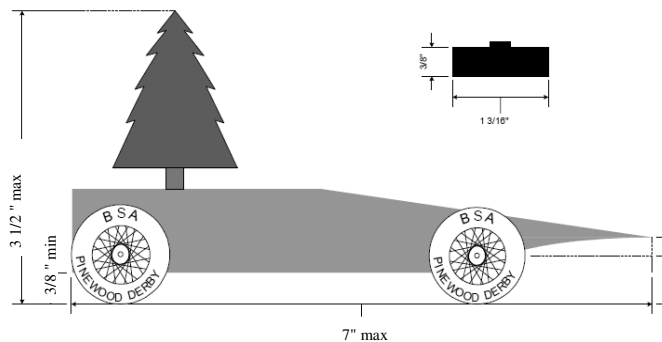


# ANTHONY WAYNE AREA COUNCIL PINWOOD DERBY RULES 2012

## 1. Car Specifications:

- Cars must be built from the parts provided in the official BSA Pinewood Derby Kit or with BSA officially licensed products.
- Axle grooves may not be altered, moved or changed in any way from the original factory cut groove.
- Overall width not to exceed 2 3/4 inches.
- Minimum width at axles 1 3/4 inches.
- Overall length not to exceed 7 inches.
- Wheel base of 4 3/8 inches must be maintained.
- Overall height not to exceed 3 1/2 inches.
- Minimum clearance from bottom of car to track surface 3/8 inch.
- Gross weight shall not exceed 5 ounces (140 grams, 0.31 lbs).
- The most forward point of any car must be its center from side to side. No concave front ends.
- Only approved "dry" lubrication may be used on axles and wheels. No liquid.
- Wheels may be polished to remove the mold ridge. Wafering, rounding, concaving, or narrowing of the wheel surface is not permitted.
- Washers, bushings, bearings or any type of "hub cap" are prohibited.
- No type of suspension other than the nails provided with the kit are permitted.
- Polishing of the axle (nail) shaft and head is permitted. No gouging of the axle surface or nail head is permitted.
- Cars must be free wheeling with no starting device.
- Details such as steering wheel, driver, engines, etc. are permitted as long as they do not exceed maximum height, width and length.



## 2. Ground Rules:

- All cars will run at least three times and all cars will run in each lane at least once.
- If a car jumps the track the heat will be run again. If the same car jumps off the track a second time in the same heat it will automatically lose the heat.
- If a car leaves its lane and interferes with another car the heat will be run again. If the same car leaves its lane a second time and interferes with another car the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- If a car suffers a mechanical problem (loses an axle, breaks a wheel, etc.) and a repair can be accomplished in a reasonable amount of time, the heat will run again. If not, the car automatically loses the heat.

## 3. Inspection and Disputes:

- Each car must pass technical inspection before it may compete. Those that do not meet the rules will be disqualified. Car owners will be informed of the violations and given an opportunity to modify the car to meet rules.
- Unsportsmanlike conduct by a participant or member of the audience will be grounds for expulsion from the competition and/or race area.

## 4. Race Procedures:

- All entry fees must be paid before Scout can race
- Scouts must race their own cars.
- Only Scouts and their cars are allowed past the registration desk.
- From registration desk, Scout and car proceed to vehicle inspection. Cars will be checked for weight, height, width, wheel lubrication and wheel tolerance.
- A Scout will be allowed to make any necessary adjustments to his car to bring it into allowable specifications before it is passed for racing and entered into a race.

## ***GENERAL RACING TIPS***

1. A heavy car goes faster, you are allowed five ounces, use it all.
2. Use graphite on the wheels.
3. Sand your wheels and make sure they are as free rolling as possible.
4. Polish your axles.
5. Wedges usually go faster than blocks.
6. Add your weight to the back of the car.
7. Long wheel base cars tend to be faster than short wheel base cars.
8. Check your wheel alignment, straight rolling cars are much faster.

