

2013 Appalachian Trail Pinewood Super Derby Rules

Derby cars are pinewood models of specified dimensions, designed and shaped by Cub Scouts under adult guidance, and raced by the Cub Scouts. The Pinewood Derby cars are gravity powered and run unaided down a regulation racetrack to a finish line. A strip down the center of each lane may be used to guide the cars in a straight path.

For 2013, the Appalachian Trail District will have three (3) divisions of racers: Tiger, Cub Scouts (Wolf & Bear combined), and Webelos (Webelos/Webelos 1 and Arrow of Light/Webelos 2). Each Pack will send three (3) representatives for each of the three (3) divisions, for a total of nine (9) Cub Scouts.

1. Pinewood Derby cars must be built and qualify at the Pack Pinewood Derby during the same program year as the District Pinewood Super Derby race.
2. Only the parts (wood, nails, wheels, etc.) contained in the OFFICIAL BSA PINEWOOD DERBY KIT can be used to construct the car except for weight additives, decals, DRY lubricant, and other items specifically permitted in these rules.
3. Wheel bearings, washers, hubcaps, bushings, shims, etc., are not permitted for use on the wheels or axles.
4. Axle slots have been pre-cut into the wood block provided in the kit. These slots are the only place permissible for mounting the axles and wheels.
5. Oil, grease, silicone spray, or other lubricants are not permitted on the Pinewood Derby car's axles or wheels. The only acceptable lubrication is dry powder lubricants. Lubricating powder can be applied to the cars prior to Pinewood Super Derby check in.
6. No loose materials of any kind are permitted on or in the pinewood derby cars. i.e. fasten weights, decorative elements firmly
7. The overall Pinewood Derby car width shall not exceed 2-3/4 inches.
8. The overall Pinewood Derby car length shall not exceed 7 inches.
9. The overall Pinewood Derby car height shall not exceed 5 inches.
10. The distance between opposing wheels (width) of the pinewood derby car must be at least 1-3/4 inches, so that it can properly straddle the racetrack.
11. The unobstructed clearance of the pinewood derby car must be 3/8 inch or more from the total underside of the car to the base of the wheels.
12. The Pinewood Derby car shall not exceed the standard 5 ounces or 141.75 grams. The weight of the Pinewood Derby car should be 5 ounces prior to coming to the Pinewood Super Derby; however, the Pinewood Derby car may be adjusted prior to Pinewood Super Derby final check in, to allow for variances in scales.
13. Only the axles (nails) contained in the official pinewood derby kit can be used as the Pinewood Derby axles. However, the axles can be sanded or polished, and affixed (glued, etc.) to the underside of the pinewood derby car in the slots that were pre-cut into the block. NO after-market or vendor-modified nails are to be used. The Cub Scout must work with his parent or guardian, if any modifications need to be done to the nails.
14. Only the wheels contained in the official pinewood derby kit can be used as pinewood derby car wheels. The wheels cannot be modified into shapes such as "V" or wafered to reduce friction. Only imperfections can be removed from the wheels. REPEATING: Absolutely no after-market or vendor-modified wheels are to be used. The Cub Scout must work with his parent or guardian, if any modifications need to be done to the wheels. The wheels cannot be modified into shapes such as "V" or "U" or thinned to

reduce friction or weight. Only SLIGHT imperfections can be removed from the wheels. The installation of weights in the wheels is not permitted. Purchased "Ultra Wheels" will be disqualified.

15. The Pinewood Derby car can be painted and/or waxed to finish the car for the purpose of reducing air friction. Plating or plasticizing is not permitted.
16. Once a Pinewood Derby car is officially inspected, approved, and checked-in, no one is allowed to handle or repair a contestant's Pinewood Derby car except an authorized race official or the Cub Scout who constructed the car.
17. A Pinewood Derby car can be officially re-inspected at any point in time during the Pinewood Super Derby for possible violations.
18. Cars not meeting official Pinewood Super Derby rules will be disqualified from the official standings of the race.
19. In the event of a tie in the top five positions, a one-time run-off will occur for those cars involved in the tie only.
20. In the event that a qualifying car is unable to participate in the Pinewood Super Derby for any reason, an alternate Scout and car may be sent.
21. Race officials' and judges' decisions are final. Remember to conduct yourselves as Scouts with honor, goodwill, and good sportsmanship at all times.
22. Observation of or knowledge of rule violations needs to be reported to a Pinewood Super Derby official.
23. In the unlikely event that a car is run more than three times in races that do not count (i.e. timer or track issues prevent a "clean" race) then the Cub Scout may re-lubricate his car with dry lubricant (not provided) one time, under the supervision of a race official.
24. In the event that a car leaves its designated lane during a race, it may be considered a "Did Not Finish" for that race unless said car interferes with another car's ability to finish. In such a case, the race will be re-run (at the judge's discretion).
25. In the event of a disqualification at check in, due to an egregious violation, the Super Derby Chairman, along with one other Scout Leader, will discreetly step aside with the parent of the Scout whose car is in violation. The Chairman will explain the violation and present the parent with options. Typically, if the car can be brought into compliance with Derby rules expeditiously, the car can be modified before final check in. However, if the vehicle is deemed to be irreparable, (for example, if oil or other liquid is applied as a lubricant) only the following two options exist:
 - a. The car can be raced, assuming any items that can damage the track or other cars are removed but the car will not be included in the official standings AND THE SCOUT WILL BE INFORMED OF SUCH BY HIS PARENT. This gives the Scout an opportunity to race a car that he has spent time to build.
 - b. The car cannot be raced; if an alternate Scout and his car are present from that Pack, his car can be entered at that time.
26. Any questions about the rules prior to the event can be sent to the Super Derby Committee at SpiegelbergJohn@yahoo.com.