

# CUB SCOUT PACK 159

## PINWOOD DERBY RULES SUPPLEMENT

Follow the directions in the kit for maximum dimensions. If you have any interpretation questions concerning the rules, bring them to your Den Leader's attention well before the weigh-in. They will get you an answer from the race committee. The race committee gives the following as clarification:

- Maximum allowable weight is 142.0 grams (5.00 ounces). No overweight cars will be checked in. It is to your advantage to have the car as close to the maximum weight as possible. **The official digital scale will weigh to a gram, and must read 142.0 or less.** Do not ask the [weigh-in](#) committee for exceptions.
- Tools and weight materials are not generally provided at the weigh-in for final adjustment. We recommend that you bring your own. If possible, please share any extra tools and weight materials the night of weigh-in.
- Do not have any material hanging lower than the underside of the car (block). Otherwise the car may drag on the track and stop. A sample track section will be available for testing the car's track clearance. Please do not forget to ask for this test.
- No washers or bushings of any type are permitted to be used on the wheels or axles. You must use the wheels and axles provided with your kit. Only official BOY SCOUT wheels and axles will be allowed. Axles may be deburred and polished. NOTE: The axles in the quick build kits found at the hobby stores are NOT allowed!
- Wheels maybe sanded smooth (see instructions included with pinewood car kit), but may not be shaved or altered from the standard flat thread and width.
- Use glue, cement, or wood putty to firmly attach the axles to the body in final assembly. This prevents a wheel from getting misaligned or falling off. *Be careful not to glue the wheel to the axle or the body of the car.*
- The race committee keeps all cars after the weigh-in. Race committee members will be the only people handling cars at the race. Finally, the race committee has the final word in an interpretation of the rules and over any disputes.

**No racer is permitted to do any alteration or repair at the race. Consequently, if a car suffers race damage ( e.g., loses a wheel), the car must continue to run as is.**

There will be a prize for the COOLEST CAR in each den, as judged by the scouts in the respective den. For example, the Tiger Cubs will vote for on the "COOLEST CAR" of the Tiger Cub racers. The Wolves will vote on their favorite among the Wolves' cars and so on.

**Most important, this is a parent-son event. Have fun with it together!**