**WESTMORELAND COUNTY PINEWOOD DERBY CHAMPIONSHIPS**

**RULES & REGULATIONS FOR ALL PINEWOOD DERBY CARS**

**REGULATIONS:**

1. **Cars must be made from the official BSA pinewood kit and must be made new since the 2024 Pinewood Derby.** In other words, you cannot race a previous year’s car.
2. **Parts may only be purchased from BSA licensed vendors. Scouts must use the Chassis, axles, and wheels that come in the kit.** (Replacement wheels and axles, item and the new colored wheels from the BSA store or [www.scoutstuff.org](http://www.scoutstuff.org) are the only allowed wheel or axle change from what comes in the original kit. This kit may only be purchased at a BSA Scout store or from [www.scoutstuff.org](http://www.scoutstuff.org). Please access the scoutstuff.org site via the Westmoreland Fayette site to give our council credit for the purchase.) Decorative items may be purchased from any source and used as long as the car passes all other inspection criteria.
3. **A Scout must race the car they qualified with in their pack’s pinewood derby.**
4. **A Scout must be present in Field (Class A) uniform to register and race their car.** (Scouts are representing their pack and the district in a public event). Scouts without a Class A uniform will not be able to race. At minimum the scout should have his Class A shirt and blue jeans or official BSA pants. **If a Scout is not able to be present at the race, their car cannot race without them. Do not register a Scout who cannot be present on race day**.
5. Each unit MUST pre-register their entrants in the race.

NO ONE CAN REGISTER THE DAY OF THE RACE

1. **Deadline** for registration entries is **5PM on Monday, January 27, 2025,** and the fee is $6.00 per scout
2. Because the event will be held in a public location, and there is no reasonable expectation to privacy, all participants and attendee’s photos may be taken and used by the media. Additionally, the Westmoreland Fayette Council and the Westmoreland Mall may feature photos, names and result via their social media or corporate websites.
3. When the Scout signs in the day of the race, the registrar will assign the scout a number that will be placed on their car. Their car will then go to the inspection station. Alterations necessary for inspection are the sole responsibility of the parent of the participant. The staff will not supply any equipment or materials for alterations. –***The Scout must register their own car. The Scout must be present and carry the car. Parents are NOT allowed to register a car for a Scout!***
4. Decision of the inspection judge is final. After inspection, the cars will remain in the race area until they are done racing.
5. Each heat will be announced. When your car is “ON DECK”, please report to the starting line. Scouts will place their car on the track. All other people must remain behind the barrier.
6. 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 will be disqualified. If, on the second run, another car is interfered with, the heat will be run a third time but without the disqualified car. Any repairs made due to an accident must be done under the supervision of a race official only
7. When the results of each heat are recorded, the drivers will return their car to the race official and return to their seats.
8. Winners will be announced at the end of the race. Winners must be present for trophy presentation. Those winners will report to the stage for presentation and pictures.
9. Un-Scout like conduct by any adult or Scout participant will not be tolerated, and they will be asked to leave the race area.
10. It is the right of our race officials to disassemble any car at their discretion.
11. No Magnets or magnetic devices allowed anywhere on the car.
12. Scouts must identify the front of their car
13. Cars may not extend past the starting mechanism. If the front of a car extends past the mechanism, it will be raced backwards. If the back end extends past the mechanism, the car will be disqualified.

The mechanism is a rod in the center of the lane.

1. All decisions of race officials are final.
2. **DIMENSIONS**
3. Maximum width (wheels & axles) 2 ¾”
4. Minimum width between wheels – 1 ¾”
5. Maximum length – 7”
6. Wheelbase distance may NOT be changed
7. Official Scout Grand Prix Pinewood Derby Kit ONLY- no parts from the Internet or other vendors.
8. **WEIGHT/HEIGHT**
9. Maximum weight – 5 ounces
10. Maximum height—6 inches
11. Official weight will be determined by the official race scale on race day. The weight decision is final regardless of the car’s weight on other scales.
12. **WHEELS & AXLES**
13. Official Scout Grand Prix Wheels and Axles ONLY. The official BSA colored wheels purchased from the Westmoreland-Fayette council store or [www.scoutstuff.org](http://www.scoutstuff.org) are the only wheel changes allowed.

**WHEELS CANNOT BE MODIFIED**

1. NO wheel bearings, washers, bushings, or springs
2. Wheels may be lightly sanded to remove mold projection

**NO OTHER WHEEL CHANGES ALLOWED!**

No beveling, tapering, thin sanding, wafering or lathe turning.

WHEEL PROFILE MUST REMAIN AS SUPPLIED BY THE OFFICIAL BSA KIT.

1. Wheels must be completely visible
2. Axles must use slots provided in the block of wood. They may be polished
3. **Axle slot must be visible. Do not cover or fill groove completely. Judges must be able to see the center of the groove. Axle Guards will not be allowed.**
4. Only the axles that come with the official BSA kit, or from **item #17006 or current item# from BSA-site**, (replacement wheel and axle kit), or from the allowed colored wheels may be used. Single solid axles are not allowed.
5. No loose materials of any kind are allowed in or on the car.
6. **LUBRICATION**
7. Graphite ONLY. No oils or silicone sprays permitted.
8. Cars are to be lubricated before sign-in that day.
9. Failure to follow the rules and regulations will result in disqualification.