

# Montana Council Pinewood Derby Rules

## “Open Class”

These will be the “only” rules. Do not use any other rules found anywhere, as they will not apply. It is recommended that these rules be handed out when the racer gets their car. The Cub Scout rules have been put on an entirely separate page and does not apply to Open Class. You can find these rules online and the local Scout Office, or the District Executive will also have copies of the current rules.

**It is important to understand that your car must meet these basic requirements to be eligible to race in the competition.** Each car must be submitted for a Pinewood Derby Inspection before the appropriate deadline to be eligible to race. The inspection will determine if your car complies with the following regulations and the entrant will be informed before the race if there are any circumstances that would prevent the car from racing. An opportunity to bring the car into compliance will be provided prior to race time.

***The Open Class of the Pinewood Derby is open to anyone. Even a cub scout that has entered a car in the cub class can enter a second car in the open class.***

### Specifications

***It is all adults, leaders and Packs responsibility to enforce all of these rules.***

1. Pinewood Derby Kit – The entrant is to build their derby race car using one *Official Grand Prix Pinewood Derby Kit* available at the Scout Office or through any BSA vendor.
2. No derby cars built in previous years will be permitted in this years' Pinewood Derby. Any car determined to have been raced in previous year will be disqualified.
3. Specific details – The front of the car must have a flat area to accommodate the starting gate. The starting gates are roughly 3/8” dowels and cars with a pointed front tend to slip off the dowel. If the car has this problem it can be run down the track backwards. If the car does not have a sufficient flat area to accommodate the starting gate, it will have to be entered in *just* the Open Class “Best of Show” category. No portion of the car shall extend beyond the point that touches the starting gate.
4. Lubrication – No oil, grease or any wet lubricants will be allowed on the wheels and axles. Only dry powdered lubricant will be permitted to lubricate the wheels and axles.
5. Wheels and Axels: Each derby car will use only the wheels and axles (nails) that come in the *Official Grand Prix Pinewood Derby Kit*, *The Official Wheel and Axle Kit*, or the *High Performance* wheel and axle kit available from the Scout Office and other BSA vendors. The wheels can be modified as long as you start with the original wheels.
6. Wheel spacing – The spacing in between the wheels shall not be less than 1 3/4” or greater than 2” in width.

7. Car body clearance – The derby car must have a clearance of no less than 3/8". If the clearance is less than 3/8", the bottom of the car will drag on the furring strips on the track.
8. Height – The overall height of the car, after installing the wheels, shall not exceed 5".
9. Width – The overall width of the car and wheels shall not exceed 2 3/4".
11. Weight – The overall weight of the car shall not exceed 5 avoirdupois ounces. No loose or liquid material of any kind will be permitted in or on the car, i.e. mercury or other forms of liquid weight. Weights fastened to the car by masking or scotch tapes are not acceptable. Each entrant is encouraged to build his derby car as near the maximum weight as possible. The official weight will be determined by the scale at the council race regardless of what the car may have weighed at a district or pack competition.
12. Once the car is registered for the race, only the "Race Officials" can handle it. Make sure you lubricate the wheels of your car before it is registered. If a car is taken out to lubricate the wheels after it had been registered, then the car needs to go through the check in process again.
13. Any Open Class car found in violation of any of the other rules will be given a chance to be altered prior to race time or be entered into *just* the Open Class "Best of Show" category only.
14. Make sure all cars have a Name, Pack # and District on the bottom.
15. Have fun and be creative. We say "car" but it does not have to have the shape of a car if you don't want it to!