



Pack 80 - Mountain View



2019 Pinewood Derby **Outlaw Class** Rules

Rule differences between the Outlaw and Official Classes are highlighted in red.

UNIFORMITY OF RULES

For fairness and uniformity, all cars and participants must comply with these rules. **BY REGISTERING FOR A PINEWOOD DERBY RACE, EACH PARTICIPANT ACCEPTS THESE RULES, THE TRACK, THE SCALES AND OTHER EQUIPMENT USED, THE SCORING SYSTEM, THE LANE(S) ASSIGNED, AND ALL DECISIONS BY THE RACE OFFICIALS.** Anything not covered in these rules is at the discretion of the race officials, whose decisions are final on all issues.

PACK RACES

This Pinewood Derby shall include an Outlaw Class for all Scouts, parents, and siblings who wish to race a car that does not conform to the Official Class rules. All Scouts wishing to enter a car in the Outlaw Class must also enter a car in the Official Class.

Pre-registered cars will be inspected for conformance with these rules by the Pinewood Derby chairperson.

After inspection and registration only race officials may handle the cars, which shall be placed in a holding area to be removed only for racing.

Races will be run on a four-lane track. Each car will run four times, once in each lane. The software will take the total time of the four runs for each car to determine the winners. Cars are racing against the clock and technically not racing the other cars in their heats.

A "Pit Area" will be available **only** for cars that require modification for compliance (see rule 1 below), or to repair a car that has become damaged (see rule 3 below).

Official Scout Competition: The main Pinewood Derby race is for Cub Scouts and their official cars. It is run separately from the Outlaw Competition, with its own race and rules.

Sibling Competition: The Pinewood Derby will include a Sibling Class, which will be raced with the Official Class race under the official rules as if the sibling were a Cub Scout.

GENERAL RULES

1. All cars must pass inspection to determine conformity with these rules before being allowed to register. Cars not conforming to these rules or having been deemed too dangerous shall not be registered and shall be returned for correction. Any car that cannot be brought into conformity by the time registration closes will not be permitted to compete.
2. After registration, no weight shall be added or additional lubrication permitted.
3. If a car is damaged during registration or a race, or jumps the track during a race, one repair period for a maximum of five minutes will be permitted. If the car is not ready to race after five minutes it may be disqualified. If a car jumps the track three times during a single race heat, it may be disqualified.

4. Cars may be powered by more than gravity.
 - a. To ensure race official and spectator safety, the following are not allowed: rockets, any open flame device, jets, CO2 cartridges.
 - b. Cars may be rearmed/refueled between rounds provided it can be accomplished in less than 5 minutes.
5. No loose materials of any kind are permitted in or on the cars.
6. No lead (Pb) or other hazardous materials are allowed (weights or otherwise)
7. No part of a car may be constructed to extend beyond the back of the starting gate.
8. When a car is registered, either end may be designated as the “front” but the designation may not be changed later.
9. Prior to presentation of awards, winning cars may be subjected to a teardown inspection at the discretion of the race official(s). Any car discovered during post-race teardown inspection to be non-conforming shall be disqualified, and final standings adjusted accordingly. Under no circumstances shall correction or adjustment be permitted of a car discovered during postrace teardown inspection to be non-conforming, nor shall any race be re-run.

OUTLAW CLASS RULES:

1. Any materials may be used for the Outlaw Class basic body block, axles and wheels as long as the finished car fits on the track (see rule 3 for requirements). If desired, BSA Pinewood Derby kits may be purchased from your local scout or craft store.
2. Scouts, parents, siblings, and any other interested parties may build cars to compete in the Outlaw Class. All Scouts wishing to enter a car in the Outlaw Class must also enter a car in the Official Class.
3. Dimensions of cars competing in the Outlaw Class must conform to the following:
 - a. Width: 3 inches maximum, including wheels and axles.
 - b. Track: 1~3/4 inches minimum between inside edges of wheels.
 - c. Length: 8 inches maximum.
 - d. Weight: 7 ounces (198.4 grams) maximum.
 - e. Height: 3~1/2 inches maximum.
 - f. Clearance: 3/8 inch minimum bottom clearance, inclusive of weights and accessories.
4. There are no limitations on the Outlaw Class wheels as long as the finished car fits on the track (see rule 3 for requirements).
5. There are no limitations on the Outlaw Class axles as long as the finished car fits on the track (see rule 3 for requirements).
6. Only dry graphite or white Teflon powder lubrication may be used.