



SCES Pinewood Racer Rules

(NOTICE: UPDATED FOR 2010)

1. Each car must be a GPH car.
2. Each car must be newly built, having not raced at any prior year races.
3. Each car must not exceed 2 $\frac{3}{4}$ " overall width, 7 $\frac{1}{2}$ " overall length, and 3" overall height.
4. Each car must not exceed 5 $\frac{1}{2}$ ounces total weight.
5. No loose or moving materials of any kind are permitted in or on the car.
6. No objects may stick down below the bottom axles of the car
7. Each car may be detail as long as the detail does not cause the car to exceed the maximum length, width, height, and weight or does not break any other rules.
8. **No alterations of the axles or wheels are permitted. Only light sanding to remove ridges or protrusions may be allowed. (This rule does not apply to Expedition Rangers and Leaders)**
9. The axles and wheels must be original GPH pinewood derby kit issued.
10. **The wheelbase may be altered a long as the total length of the car is in conformity with Rule 3. The minimum distance between wheels is 1 $\frac{3}{4}$ ".**
11. Each car must be freewheeling with no starting device.
12. **No oil is permitted on the wheels, axles, or any part of the car. Only dry lubricant will be permitted.**
13. **Only 3 wheels of the car are required to touch the racetrack, although all four wheels must be attached to the car.**
14. The use of washers and/or bushings of any kind is prohibited.
15. The car should be the work of the boy. An adult or older boy may assist considering the age of the child.
16. Cars that pass the inspection process and are found underweight will not be allowed to add additional weight.
17. Each car must pass inspection by officials before it can compete. The Inspection Officials have the right to disqualify any car not meeting the specifications.
18. All decisions of the Inspection Officials are final.
19. The racing classes are as follows:
 - Ranger Kids
 - Discovery Rangers
 - Adventure Rangers
 - Expedition Rangers
 - Leaders

* 2010 Updated rules are highlighted in bold