

Inspection:

Each car must pass inspection before the start of the race to verify it meets these rules. **Any car not meeting the above rules will be disqualified.** Any adult or Scout may appeal the findings but the Pinewood Derby Chair (the person in charge of the District race) makes the final decision. After acceptance only race officials will handle the cars.

Weights:

Tungsten, Lead(Pb), steel, coins, just about anything has been used to get the weight of the car up to 5.0 ounces. Whichever weight you decide to use, the weight must be affixed to the car so that it meets the rules above. If you decide to use Lead(Pb), the drilling/removal of Lead(Pb) will **NOT** be allowed at the race venue or at check-in time due to the toxicity of the material. All Lead(Pb) must be completely sealed and safe from all possible contact with youth.

Repairs:

Any car damaged by the race may be repaired. The Cub Scout is in charge of making any repairs. Adult guidance is allowed and encouraged. Repairs can be done before the next heat that car races in starts. If a car cannot be repaired by that car's next heat, we will have to move on with the race without that car. If that car races immediately in the next heat, it will be up to the Pinewood Derby Chair (the person in charge of the District race) to set a reasonable repair time based on the repair needed.

Behavior:

Good Sportsmanship and behavior is expected by everyone. Anyone, **Scout or adult**, not following this rule may be asked to leave. We are here to have fun and encourage everyone to cheer and have a good time.