

District Race Eligibility, Rules and Regulation

The first, second and third place winner from each rank at the pack level qualifies for the district races.

Entrants must race car that they raced at pack level. Cars may be modified between the end of the pack race and check-in at the district race. Providing the Skagit District Pinewood Derby Construction Rules are followed.

Registration, Inspection and Impoundment

1. The Cub Scout **in uniform** MUST present his own car to the inspection and registration stations. He may be accompanied by an adult.
2. Each car must pass inspection by the Official Inspection Committee before it may compete. If at registration a car does not pass inspection, the owner will be informed of the reason for the failure, and will be time within the official weigh-in time period to make adjustments.
3. After registration and inspection, the car will be impounded by the race committee.
4. **Cars can not be modified or lubricated after impoundment.**

The Race

1. Each participant will race his car on the day of the Pinewood Derby. No proxy drivers are allowed.
2. **From impoundment until the end of the race, only race officials may handle and transport and handle the car. Only the Track Starter will place it on the track.**
3. **Only race officials may enter the track area.**
4. **Lane Assignment:** To equalize differences among track lanes, each car will be ran on each lane. (number of lanes = number of races each car will run)
5. **Car Leaves Lane:** If, during a race heat, a car leaves it's lane but proceeds down the track in a manner that does not interfere with another car, then the race be called normally. If the car leaves it's lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves it's lane and interferes with another car, that car will be judged last place, and the race will be re-staged and re-run without that car.
6. **Car Leaves Track:** If during a race heat, a car leaves the track without interfering with another car, it shall be considered to have ended it's heat at that point.
7. **Track Fault:** If a car leaves it's lane, at their sole discretion, the Track Master may inspect the track and, if a track fault is found which probably caused the initial violation, the Track Master may order the race heat to be re-run after the track is repaired.
8. **Car Repair (Without Fault):** If, during a race, a wheel falls off or the car becomes otherwise damaged, then the SCOUT may, to the best of his ability perform repairs with the assistance of his adult partner or Pit Crew member. **5 min time limit.**

9. **Car Repair (With Fault):** If a car is damaged due to track fault, or damaged caused by another car or person, then the Track Master, at their sole discretion, may allow additional repair time and assistance to the Cub Scout.
10. Heats may be re-run at the discretion of the race officials (i.e. fouled track, broken car, etc.)
11. An electronic finish detector will determine the outcome of each race.
12. In the event the electronic detector is unable to function, the race will be re-run and Judges will determine the First, Second, and Third place finishers in each race.
13. **Final Placement** will be determined by the sum of the time/points achieved in all heats.
14. **Appeals:** Any participant (including parents of participants) may appeal to the Race Committee for an interpretation of these rules. By a majority vote, the Race Committee will be the final judge of these rules. In case of a tie vote, the decision of the Race Committee Chairperson shall be final.
15. **Good Sportsmanship** will be observed by all Cub Scouts during the Derby! Cars will be disqualified if the Scout or his parents display unsportsmanlike conduct on the race site.
16. All decisions by the Race Officials and Judges are final and not subject to appeal.
17. Any issues not covered specifically within these rules will be resolved by the Race Committee in attendance at the race.

Thank you and good luck!