

## Car Materials and Construction Rules

MATERIAL:	The car <b>MUST</b> be made from the official. Pinewood derby car kit. No exceptions.
WIDTH:	Car cannot be more than 2 3/4 inches wide.
LENGTH:	Car cannot be more than 7 inches long.
HEIGHT:	Car cannot be more than 3 inches in height.
WEIGHT:	Finished car cannot weigh more than 5 ounces. The weight shown on the Official Race Scale is final. All car parts and materials must be firmly attached. To increase the car's weight, add wood or solid metal only.
WHEEL PLACEMENT:	The car body must be at least 1 3/4 inches wide at the axles. It must clear the ground by at least 3/8 inch. If desired, you may change the wheelbase (distance between front and rear axles). The four wheels, two on each side of the car, must be placed such that the car will straddle the lane guide and maintain all four wheels in contact with the surface of the track.
WHEELS AND AXLES:	Use only Official Grand Prix wheels and axles that came with the original kit. You can polish the axles. You may lightly sand the wheels to remove the molding seam on the tread. No other wheel changes are allowed. You may not use bearings, washers or bushings.
SPRINGS	The car may not ride on any type of springs
DETAILS:	Details such as Steering Wheel, Driver, Decals, Painting, Interior Details are okay. The finished car with details must not exceed the maximum length, width and weight rules. Cars with wet paint will not be accepted.
ATTACHMENTS	The car must not contain any starting devices
LUBRICATION	Use dry powdered graphite <b>ONLY</b> . You may not use any other lubricant, especially oils and silicone sprays. No graphite may be applied inside the building, or after car inspection.
INSPECTION	Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will disqualify any car not meeting these rules. <i>ONCE ACCEPTED FOR INSPECTION, THE CAR CANNOT BE RETRIEVED BY THE OWNER UNTIL AFTER THE RACE HAS FINISHED.</i>

## Race Rules

INTERFERENCE:	A car that jumps off the track and causes interference with other cars receives a score of the maximum (10 sec) for that heat. The remaining cars repeat the heat. If the same car jumps the track again in any subsequent heat, the car is banned and receives a score of the maximum (10 sec) for any remaining heats.
NON-INTERFERENCE:	If a car that jumps off the track and does not interfere with another car, the heat is run again. If the same car jumps the track again, the car receives a score of the maximum (10 sec) for that heat and the remaining cars repeat the heat.