

# OFFICIAL PACK 260 PINEWOOD DERBY RULES

## ADULTS "UNLIMITED" CLASS

If you have any questions about these rules, please ask at the first available opportunity.

### 1. Dimensions and weight

- a. Maximum overall width, including wheels and axles, shall not exceed 2- $\frac{3}{4}$  inches.
- b. Maximum overall length shall not exceed 7 inches
- c. Minimum width between wheels shall be 1- $\frac{3}{4}$  inches so the car will clear the center guide strip.
- d. Minimum clearance between bottom of car and track shall be  $\frac{3}{8}$  of an inch so the car will clear the center guide strip.
- e. Note: the laser timer reads the center of the guide strip. The first part of the car to break this laser beam, stops the timer. Thus, if your car design is not at least  $\frac{1}{2}$  of an inch wide at the front center of the car, the laser beam will be stopped further back on the car, which increases the time on the timer. Also if your car is hollow down the middle, it is likely your car will not break the laser and thus, your car's time will not be recorded. The timer recorded by the laser is the official race time, regardless of what part of the car crosses the finish line first.
- f. Weight shall not exceed 5 ounces. The weight recorded at check-in on the Official Race Scale is the official weight of that car, and is final.

### 2. Appearance

- a. Only wood, steel, tungsten, plastic, glue, lubricants as listed herein, and lead free paint may be used to construct the car. Lead may not be used for any part of the car.
- b. The parts of the car have to stay on and attached to the car for the duration of the event. Parts which come loose from the car and come into contact with another car during a race heat will automatically disqualify your car from the event. Cars with loose parts will not be allowed to participate.
- c. Decorative parts such as steering wheels, spoilers, and decals are permissible so long as they conform to the rules and dimensions listed herein.
- d. The starting pin is the only device that may release the car.
- e. The starting pin must be clearly and completely visible from a top view of the car when placed in the starting position on the track.
- f. The car may not interfere with the performance of any other car. The car cannot damage or degrade the performance of the track.
- g. The car may only be propelled by gravity, and can begin forward movement until released by the starting pin.

### 3. Lubrication

- a. No lubricant may be allowed to leave the car. Lubricants that leave the car and come into contact with the track or another car will not be permitted to race in that condition. If this condition is found during the race, the car owner will be allowed to remove the problematic lubricant once. If more lubricant is required to be removed from the same car more than once during the event, that car will be disqualified and not allowed to participate further.
- b. Cars may NOT be lubricated after check-in.

### 5. Check-in

- a. Cars with wet paint will not be accepted, and will not be checked in.
- b. Glue must be dry upon official check-in. Note Gorilla glue expands while drying; so this could expand the dimensions of the car.
- c. Decisions of the check-in staff are final.
- d. Only cars which have been entered during the official check-in period, and have passed inspection, may be allowed to race.
- e. Once cars have been officially checked-in, those cars may not be touched by the contestants for any reason.

## **6. The Race**

- a. Decisions by the official race staff are final
- b. Contestants are not allowed to touch their cars, or another contestant's car, for any reason without the express permission of the race staff.
- c. If a car damages the track in any way, touches, or otherwise affects the outcome of another contestant's car during the race, that car will be disqualified and not allowed to continue the race.
- d. If a car breaks during a race heat the owner of that car will have five minutes to fix the car. The official Pack 260 race rules apply to any repairs made to the car. The car must be repaired to as close to original construction as possible, and the car may not be lubricated during the repair.
- e. If for any reason a car does not cross the finish line due to a malfunction of the car, that car will be allowed to re-try that race heat once. The owner of that car will have five minutes to fix the car. The official Pack 260 race rules apply to any repairs made to the car. The car must be repaired to as close to original construction as possible, and the car may not be lubricated during the repair.
- f. The time as recorded by the race timer is the official race time for that car's performance for that heat. No other observation or timer results will be considered.
- g. The race management program, computer, timer, and record are the official methods for managing the race.
- h. Disputes with the recorded performance of a car must be raised to, and acknowledged by, the race staff BEFORE the start of the next heat. If the dispute arises within the last race heat, the dispute must be raised within two minutes from the end of the last heat. Disputes raised beyond the time limits imposed by this rule will not be considered.