



Kit Contents:

Mini-wood block, 4 wheels, 4-5 axles (one may be a spare, or an antenna!)

Specifications:

Basic dimensions:

- It's gotta look sorta like a Mini – please! No skateboards, planks, wedges... save those for the Pinewood Derby!
- Overall length not greater than 7" (that's long, for a Mini!)
- Overall width (including accessories) not greater than $2\frac{3}{4}$ "
- Overall height: 3" (prevents interference with finish line detector). Sorry, no CB antennas, giant Fast and Furious wings, or tall rubber chickens.
- Bottom Clearance: No less than $\frac{3}{8}$ " (prevents dragging on lane guides). Again, apologies, but "lowering" for the aero and handling advantages of a low "roll center" will result in a car that doesn't move on the track. You don't want to be draggin' the bottom of your wagon!
- Inside wheel width (track): No less than $1\frac{3}{4}$ " (prevents dragging on lane guide)
- Weight cannot exceed 5 ounces... if you tape anything to the car and it falls off, it stays off. If it stays on, you're golden. If it looks obnoxious, we'll all boo you. Or we may cheer. It depends. 5 ounces – that's it.
- Only the wheels and axles provided with the car may be used, in full dimension (width and height). We tried, but the Tire Rack didn't carry OZs, Panasports Enkeis, or S-Lites in the proper size and speed rating.
- All 4 wheels should touch the track – this is Mini, not Morgan. No 3 wheelers!
- No washers, bearings, springs, or bushings may be placed on the axles (however, you CAN use hubcaps, baby moons, spinners, dubs, or BBS alloys. If you can find them).
- No engines, motors, rubber bands, windmills, solar panels, steam engines, chipmunks, or other alternate sources of propulsion may be used. Gravity only.
- HINT: It doesn't hurt to glue the axles in (Elmers or Epoxy). Pine splits easily.
- We all agree to be sportsmanlike and use reason in interpreting and applying the above rules during the inspection and racing process.
- If a conflict exists, we will defer to standard Boy Scout Pinewood Derby rules.

Tournament:

Single elimination, best 2 of 3 races vs. any opponent. If you win you move on to challenge other opponents. Alternate lanes for the first 2 races, if you alternate wins, flip a coin for lane selection for the 3rd race vs. that opponent.

Winners move on to challenge. If you don't win you can work on your car for the Mini Wood Best-Looking-Wood-Mini prize.