



Polaris District Pinewood Derby

Location: McHattie Hall at West Valley Presbyterian Church

6191 Bollinger Rd, Cupertino, CA 95014

Date: March 14, 2026

Time: 8:30 am - 1:00 pm

Ladies and Gentlemen – Start Your Engines!!!!

Its the Polaris Pinewood Derby!

This year again, ALL SCOUTS CAN ENTER THE DISTRICT PINWOOD DERBY – regardless of where they placed or if they even ran in the Pack Derby. YES!! You read that right – ALLLLLLL Scouts can run their cars at the District Derby!

Your Pack Derby will be a completely separate race from the District Derby. You can run your Pack race as you wish and award prizes as you wish. Once your Pack Derby is complete, **do not** impound the cars. All Scouts shall have the chance to tweak (or completely rebuild) their cars before the District Derby. The District Derby will be open to any car that meets the specifications outlined below. The cost to enter the District Derby will be \$5.00 for Pack Winners and \$12.00 for the open class racers. Full pricing breakdown is on the following page. The categories are: Den Rank (the only way to the Finals is through the Den Rank Races), Best in Show, and Outlaw. [Registration will be open now!](#). Please register for the event in advance.

DEN RANK RACE: This is a racing speed competition. Each car will be raced against other cars built by Scouts of the same rank – ie: Lions and Tigers will race together, Wolves will race Wolves etc. The **TOP THREE** in each rank will win a medal and **will qualify to**

race in the Finals. The **ONLY** way to race in the Finals will be to place 1st, 2nd, or 3rd in the Den Rank Races.

AOL's: There will be Rank races for AOL's since cars were built and raced while still in Cub Scouts. While some packs may not have bridged up their AOL's by derby time, other packs bridge their AOL's at their Blue & Gold ceremonies. Therefore, any AOL that built a car for his/her pack derby will be allowed to race at the District Derby.

FINALS RACE: The top three finishers of the Den Rank Races will be raced against each other regardless of rank. The top three finishers of the Finals will be awarded trophies.

BEST IN SHOW: This is a car design competition. Cars must be built to at least the specifications of the Outlaw car guidelines regarding size and weight. You do not have to enter in the Den Rank or Outlaw race to enter the Best In Show competition. Cars will be judged for overall car design. Trophies will be awarded to the top three finishers.

OUTLAW RACE: This is a racing speed competition. Cars must meet the specified build requirements outlined below. Cars will not be raced per rank; this is an open field race. Pack members, Troop members, the Cub Scouts' family members, and Den Leaders will be allowed to enter the Outlaw Race. The top three fastest cars will be awarded medals. Cars in the Outlaw Race will not race in the Finals.

Scouts do not need to be present to race their car. Scouts must be registered to enter the Den Rank and Best in Show competitions.

Each Scout's car will be presented for check in and will compete in the category selected and paid for. The rules set forth below are intended to make the competitions as fair and fun as possible for all Scouts.

Judges will be selected by our District Derby Committee.

The racing speed competitions will be conducted under the supervision of the District Derby Committee and Judges present on race day. Cars will be handled by race officials to place them on the race track and back in the garage. The top three finishers in each of the Den Rank Races will be held by the Derby officials until the end of the Finals. All other cars will be returned to the Scouts at the end of each Den Rank Race. Once the Finals are complete, those cars will be returned to the Scouts as well.

Once a car is returned to the car owner, if they wish to enter in the Outlaw Race, additional

modifications may be made. The car will then have to be re-certified by Racing Officials and placed back in the garage for the Outlaw race.

RACE RULES: Once cars have been registered, weighed, and certified at Check-In, they will remain in the control of the District Derby Committee until the end of their respective competitions.

Scouts will be allowed to lubricate the cars at the time of registration, but once the car has been certified, no other lubrication, alteration, or modification can be made.

Scouts and spectators must remain outside the race area.

The Starter will make sure the cars are on the track properly and then will start the race.

Results will be recorded at the finish line via electronic timing gate and shown on the screen.

If a car leaves the track, runs out of its lane, interferes with another car, loses an axle – the heat will be rerun a second time only. If the same car has difficulty in the second run, the car will be disqualified from that heat. Judges will determine if the car will be sent to the garage for repairs and/or if the track requires adjustment. The remaining cars' finishes will be officially recorded.

Basic car repairs may be allowed in the garage or pit area under the supervision/assistance of a District Derby Committee member or race judge who will provide equal help to all participating Scouts.

RACE SCORING: Electronic scoring of the race will be used throughout. Each car will run in each lane of the track at least 1 time. In the case of a 4 lane track, each car will run 4 times, once in each lane. The scores will be averaged to determine the overall speed of the Scout's car. If a car gets into trouble as described above, the heat will be rerun 1 time and officially scored at that point.

SPORTSMANSHIP: Scouting encourages good sportsmanship. Cars will be disqualified if the Scout or his family members display unsportsmanlike conduct on the race site. Please remember, the object of this race is for the Scouts to have a good time!

PLEASE REMEMBER THAT THIS RACE IS FOR THE SCOUT AND THEY SHOULD DESIGN AND BUILD AS MUCH OF THEIR CAR INDEPENDENTLY AS POSSIBLE WITH ONLY SUPERVISION PROVIDED BY ADULTS. PLEASE REMEMBER THAT BSA GUIDELINES STATE THAT CUB SCOUTS SHOULD NOT USE POWER TOOLS, BUT THEY CAN USE HAND TOOLS. IF POWER TOOLS ARE BEING USED, PLEASE FOLLOW ALL SAFETY GUIDELINES TO TEACH THE SCOUT PROPER POWER TOOL USE AND HANDLING. ALL SANDING, PAINTING, DECAL PLACEMENT, AND OTHER DETAILING SHOULD BE DONE BY THE SCOUT, IT IS THEIR PROJECT AND SHOULD BE SOMETHING THEY ARE PROUD TO HAVE DESIGNED AND DEVELOPED. IF YOU WANT TO BUILD YOUR OWN CAR, YOU MAY ENTER THE OUTLAW RACE.

Race Day Check In and Race Schedule:

Race/Rank/Event Check In Time Begins Race Begins

Rank	Check In	Race
AOL/WEBELOS	8:30 am	9:00 am
BEAR	9:00 am	9:30 am
WOLF	9:30 am	10:00 am
LIONS/TIGER	10:00 am	10:30 am
FINALS		11:20 am
OUTLAW		12:00 pm
AWARD		12:30 pm

Race Times will be adhered to as strictly as possible. Races will not start before posted time, but may start later than the posted time. There may be extra activities, but please plan accordingly to occupy your Scout(s) during down time they may have if not available.