

Valley District Pinewood Derby Rules of the Road

Car Building Rules based on the official scouting ones, Pinewood Derby Rules.

1. Width shall not exceed 2-3/4 inches.
2. Length shall not exceed 7 inches.
3. Weight shall not exceed 5 ounces.
4. Axles, wheels, and body shall be from the materials provided in the kit. Additional wheels can be purchased separately but must be BSA-approved ones.
5. Wheel bearings, washers, and bushings are prohibited.
6. No lubricating oil may be used. Axles may be lubricated with powdered graphite.
7. The car shall not ride on any kind of spring.
8. The car must be freewheeling, with no starting devices.
9. No loose materials of any kind are allowed in the car.

Race Rules

- To qualify for entrance, Pinewood Derby cars must conform to the rules stated above.
- Cars must be completed and ready for inspection at our official weigh in before the event. After inspection, your cars will be turned-in for the event.
PLEASE NOTE: We cannot accept cars with wet or sticky paint, or uncured glue/epoxy! Please give yourself enough time for painting. If you're up against the clock, consider using sharpies to color your car.
- All cars will be provided an identification number as they are checked in.
- In the event of a car jumping lanes, the racers will be reset to the original starting point and lane that they began in and rerun the heat; this may be reset up to 3 times. Thereafter, if the offending car continues to jump the track, it will be removed and receive a did not finish (DNF).
- Once all racers have run a particular race, the winning car will be announced based on the sensor-captured data.

- Races will use a timing system and software. Hopefully all goes well. Your understanding is appreciated.
- Cars will be available for retrieval at the end of race day. If a family does not retrieve a car, the car will be given to the Pack leader for hand-off to the family.
- Friends, family, and leaders are allowed to participate. They must follow the same building rules stated above. Except for the No Rules Race which will allow cars that can make it down the track.
- If a car does not meet the build requirements listed above it may not be allowed to race but will still be included in judging for other awards.
- The event organizers reserve the rights to (1) construe the rules as they see fit and (2) make binding determinations on all matters concerning all aspects of the event.
- Fastest cars in each rank will race for District winners.
- Separate division for parents, siblings and others to build & race a Pinewood Derby car.

Design Rules

- Awards for Most Creative, Most Realistic, Best Scout Spirit and Best Paint Job.
- Each Scout votes for their favorites, winners decided by popular vote.
- Cars built for primary competition in the Design categories do not have to race. (If they do not meet size specs they will not be allowed to race)