

Pinewood Derby Race Rules

Car Dimension Rules

- The overall length of the car shall not exceed 7 inches.
- The overall width of the car shall not exceed 2 ¾ inches.
- The car must have 1 ¾" clearance between the wheels.
- The car must have 3/8" clearance underneath the body so it does not rub on the track.

Derby Car Weight Rules

- The car shall not exceed 5.0 ounces.
- The official race scale that is used at car check-in shall be considered final.

Car Modifications

- The official pine wood block must be used. The block may be shaped in any way that is desired. Bodies of other materials or pre-cut will be grounds for disqualification.
- You may add additional items (fins, engine, etc) to the body of the car as long as the body is the official wood block.
- Official BSA wheels must be used. The wheels may not be cut, drilled, beveled or rounded. You may remove the seams and imperfections from the wheels.
- The axles may be polished. No washers, bushings, bearings or springs are allowed. You must use the stock axles provided in the BSA kit.
- Axles must remain straight and use original guides for placement. Bent axles, rail riding, 3 wheel setup, or similar modifications are not allowed.
- Only dry lubricants are allowed. No liquid lubricants are allowed.
- Weights must be firmly attached and stationary. No moveable weights.
- The car must be free-wheeling, with no starting devices.

Other Pinewood Derby Race Rules

- All cars racing in this year's Derby must be new cars constructed specifically for this year's race.
- Cars entered in previous races will be disqualified.
- Once a car passes inspection and is entered into the race, only race committee members can touch it.
- If the car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make repairs.
- Each car must pass inspection by the official inspection committee before it will be allowed to compete.
- The Inspection Committee has the responsibility to disqualify those cars that do not meet these rules.
- If a car does not pass inspection, the owner will be informed of the reason for failure, and given time within the official check-in time to make any adjustments. A car not able to meet specifications will be disqualified.

Pinewood Derby Race Rules Unlimited Class

Car Dimension Rules

- The overall length of the car shall not exceed 7 inches.
- The overall width of the car shall not exceed 2 ¾ inches.
- The car must have 1 ¾" clearance between the wheels.
- The car must have 3/8" clearance underneath the body so it does not rub on the track.

Derby Car Weight Rules

- The car shall not exceed 5.0 ounces.
- The official race scale that is used at car check-in shall be considered final.

Car Modifications

- Kits or pre-cut bodies are allowed
- You may add additional items (fins, engine, etc) to the body of the car
- You may use non-BSA wheels and axles, including graphite coated or polished.
- Axles may be bent. Rail riding and 3 wheel configurations are allowed.
- No washers, bushings, bearings or springs are allowed.
- Only dry lubricants are allowed. No liquid lubricants are allowed.
- Weights must be firmly attached and stationary. No moveable weights.
- The car must be free-wheeling, with no starting devices.

Other Pinewood Derby Race Rules

- All cars racing in this year's Derby must be new cars constructed specifically for this year's race.
- Cars entered in previous races will be disqualified.
- Once a car passes inspection and is entered into the race, only race committee members can touch it.
- If the car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make repairs.
- Each car must pass inspection by the official inspection committee before it will be allowed to compete.
- The Inspection Committee has the responsibility to disqualify those cars that do not meet these rules.
- If a car does not pass inspection, the owner will be informed of the reason for failure, and given time within the official check-in time to make any adjustments. A car not able to meet specifications will be disqualified.