

Year to year changes highlighted in **RED**

Alamance Scout District Pinewood Derby Rules

2026

Our Purpose

The purpose of the Pinewood Derby Race is for a scout and their parent(s) to complete a project together. This is a team building event, where you are spending time with your Scout to work on the car and to improve the Scouting Pinewood Derby experience. Your Scout should be involved in every part of the car building. There are some things that should be completed by an adult (any use of power tools for example), but other parts like sanding, painting, and design should be done by the scout.



Who can race?

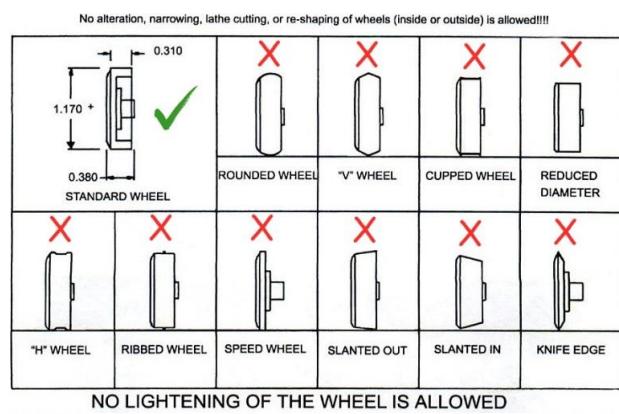
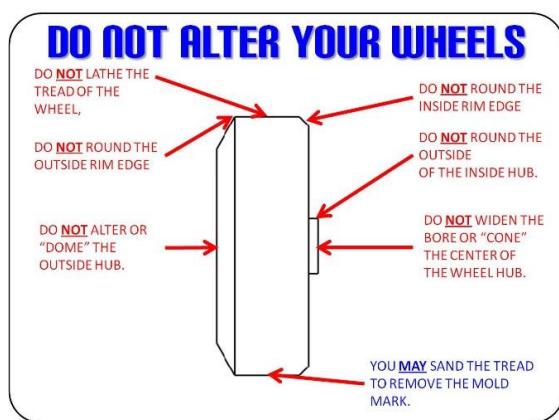
Each Pack may enter up to **three (3)** scouts in the District Derby. Typically, these would be the top four finishers in their Pack Derby. If one of the Pack winners was a Webelos /Arrow of Light at the time of their Pack's Derby race, then they are eligible to participate in the District's Pinewood Derby race.

Alamance District Derby Rules

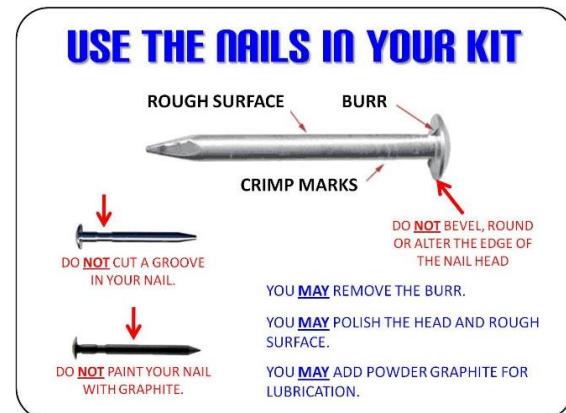
1. The inspectors have the right to disqualify any cars that do not meet the specifications. Cars not meeting the specifications may be modified in order to comply but must pass inspection and be ready to race by a time decided by the Race Director. Cars must be lubricated and ready to race before it is brought to the inspection/registration table. After inspection is passed, the car will be placed in the pit area and may not be modified in any way, except replacing lost axles/wheels, until the completion of the derby. Re-lubrication during the race is not allowed.
2. The car must have been made during the current year that the derby is being held. The spirit of Scouting and of the Pinewood Derby should be followed while constructing the car. The purpose of the Pinewood Derby is to have the Scout work together with their parent(s) to complete a project (in this case build a Pinewood Derby car).
3. The Scout that owns the car must be present to race the car.
4. **Physical Characteristics of the car:**
 - The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
 - The overall length shall not exceed 7 inches.
 - The overall width (including wheels) shall not exceed 2 $\frac{3}{4}$ inches.
 - The overall height shall not exceed 3 inches.
 - The car must have 1 $\frac{3}{4}$ inches between the wheels.
 - The car must have 3/8 inches clearance underneath the body.
 - Only the official BSA Pinewood Derby kit (part number 17006) may be used. The wood provided in the kit must be used. The block may be shaped anyway that is desired, but no V-cuts are allowed in the front of the car. The entire car must stage behind the starting pin. (See graphic under Miscellaneous)
 - Some of the kits purchased through the Scout Stores are Pinewood Derby kits but have two sets of axle grooves. If your group uses these kits, they will need to use either the set of grooves labeled SET 1 or SET 2. (See graphic under Axle Slots)

5. Wheels:

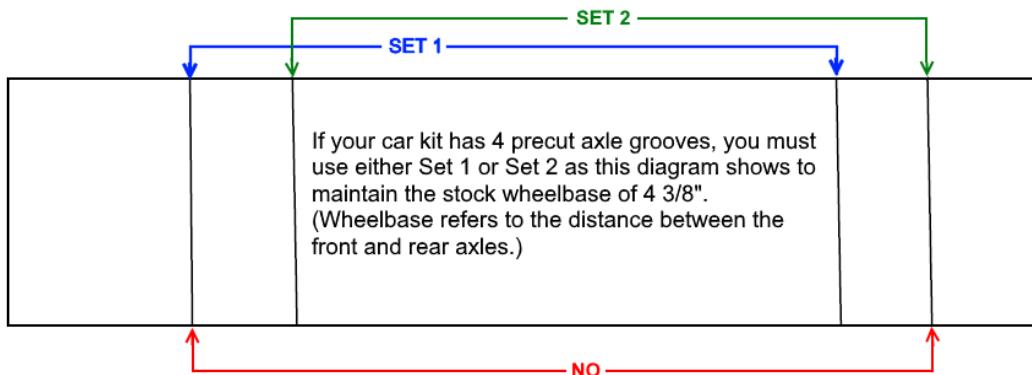
- Only official BSA wheels may be used. Wheels that come in the official Pinewood Derby kit are preferred.
- The colored BSA wheels (BSA part numbers 17554, 17554, 17555, 17556, 17557) will be allowed, but must follow the same rules.
- The wheels may not be cut, drilled, perforated, tapered, beveled, rounded or thinned. You may remove the mold mark from the wheels by lightly sanding.
- Any significant reduction in material from the wheel is prohibited.
- The lettering and serrated edge on the outer wheel must remain intact.
- The lettering on the inside of the wheel must remain intact.
- Coning of wheel hubs are not allowed.
- Lathed wheels will not be allowed.
- Wheels that have been modified to reduce weight will not be allowed.



6. Axles: Only the axles that come in the official BSA Pinewood Derby kit may be used. They may be polished and/or lubricated with dry lubricant (graphite). No liquid lubricants allowed. The tip of the axle must be visible for inspection to ensure the correct axle is used. If the new BSA axle covers are used, you may be asked to remove them for inspection. Grooved Axles are prohibited. Wheel bearings, washers, bushings, and hub caps are prohibited.



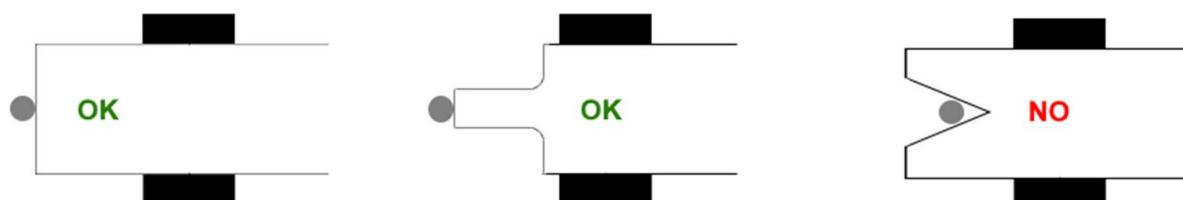
7. **Axle Slots:** All cars must use the pre-cut slot for the axle placement. Slots may not be altered in any way except to correct a defect, then follow instructions with the kit for defect correction. The wheelbase (the distance from centre of the front axle slot to the centre of the rear axle slot) cannot be altered from that of the official BSA kit.



8. **Miscellaneous:** The car must not ride on any type of spring(s). The car must be freewheeling with no starting/propulsion devices. No V-cuts are allowed in front of the car. The entire car must stage behind the starting pin. Any additions to the car such as figurines, ladders, windshields, headlight, etc. must be securely added to the car and must be within the length, width, height, clearance and weight limits. No loose or movable weights may be used.

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● = Starting Pin



The entire car must stage behind the starting pin, so V-cut front ends are not allowed.

KNOTS



HELP YOUR CUB SCOUT DO THEIR BEST