

2026 Akela District Pinewood Derby Leader's Guide

**Wesley Memorial Church
1225 Chestnut Drive
High Point, NC 27262**

Saturday February 7th from 9am to 1pm

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What is the Akela District Pinewood Derby?

The Akela District Pinewood Derby is an opportunity for the best Pinewood Derby racers in the district to compete with other Packs. The derby will feature the best cars from each Pack in a variety of categories.

Who can compete in the District Pinewood Derby?

All cub scouts who place 1st 2nd 3rd in either speed or any category their Pack creates can compete in the District Pinewood Derby.

- Each Pack can have their own categories outside of speed.
- Each Pack can have as many categories as they want.
- Each Pack may send 1st 2nd 3rd speed winners from their Pack.
- Packs will be able to send as many 1st, 2nd and 3rd place category winners as they want.
- District categories will be 1st, 2nd, and 3rd place for the following: speed, originality, craftsmanship, technique and judges' choice. All cars will be judged based on the district categories.
 - Example: Pack 1 has a "most scout like category". They may enter those cars that placed 1st, 2nd and 3rd for race and judged at District Pinewood Derby.
- Any car that places 1st, 2nd and 3rd for speed will be withdrawn from the other categories.
- It is suggested that a Pack enter at least 7 cars (1st, 2nd, and 3rd in speed and 4 winning design category cars)
- If no one is available to accept a winning award, it will be delivered to the unit at the earliest convenient time.

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How will cars be scored or judged?

The following scoring system will be observed:

Speed

- To determine awards for speed, all cars will race in multiple heats.
- Each car will race on each lane of the track.
- Times of each heat will be recorded, and top speed will be determined by fastest overall average taken from each heat.

Categories

To determine other awards, a panel of pre-selected judges will rank each car based on the following categories:

- Originality, Technique, Craftsmanship, and Judges' choice.
- A score from 1-5 will be given in each category to determine 1st, 2nd, and 3rd place winners.

A car that wins 1st, 2nd, or 3rd place in overall speed cannot also win an award for Originality, Technique, Craftsmanship, or Judges' choice.

All judging or scoring disputes will be settled by the Grand Marshal.

Additional Race Rules

If during the race a car needs repair and can be completed in a timely manner the race will be paused, and the car will be allowed to be repaired by the adult who represents the car.

If a car comes off the track during the race that car will be manually put back on the track and pushed through the finish line. If the car impacts other cars during the heat, that heat will be re-rerun and the car that came off the track will be run in a separate heat by itself.

Location

The location will be at the Wesley Memorial Church, 1225 Chestnut Dr, High Point, NC 27262. This event will be hosted by Pack 4.

When is the Akela District Pinewood Derby?

The District Pinewood Derby will take place on February 1st starting at 9am with inspection and impounding. Racing and category judging will start at 10am. Awards will be given out at the end of the race. We encourage you to stay the entire time to watch your car and cheer on your favorites.

Car Construction Rules

A copy of the car building rulebook is attached to this Leaders Guide. All questions regarding construction rules should be directed to Grand Marshal, Will Hobbs.

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Car Registration

All Packs participating need to have their 1st, 2nd and 3rd place winning speed and category winner scout's cars registered online through [Black Pug](#) by Thursday February 5th, 2026.

The following Fee schedule will be applied:

- Each Pack may enter up to 10 cars at \$6 each.
- Only one car entered per scout.

Car Check-in

Car Check-in will be Saturday Morning February 1st from 9am -10am. All cars must be checked in during this time. Late check-ins will not be allowed and will not participate in the competition.

Cars do not need to be checked in by each individual racer. A trusted Pack leader, parent, or other adult may check in a car on behalf of a racer. An adult leader may check-in all of their Pack's cars at once.

Each car will be weighed and inspected according to the rulebook attached at the end of this leader's guide.

After check-in, cars will be impounded. There will be no modifications or handling of the cars permitted after check-in, except for pit repairs during the race.

Car Pick Up

Cars can be picked up after all the awards have been presented.

Cars will be available for pick-up immediately following the awards presentation.

Cars may only be picked up by the Cub Racer, the Parents of the Racer, the person who checked in the car, or a designated person identified at check-in (like a Cubmaster).

It is strongly encouraged to pick up your car immediately after the awards presentation.

Cars not picked up will be taken to the Royce Reynolds Family Scout Office for pick up.

Visitors & Spectators

Scouts, parents and leaders not participating in the event are welcome to attend at no charge.

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Contact Information

If you are interested in volunteering or have questions, contact the Akela District Pinewood Derby Grand Marshal Will Hobbs at will.hobbs@scouting.org



Old North State Council Pinewood Derby Rules

These are the Official Rules for the Old North State Council Pinewood Derby Race. By standardizing the Rules, the intent is to create a fair environment for all participants while eliminating Rule differences between Districts and Packs which could lead to participants racing with an unfair advantage at District and Council Races. Each local Pack may determine the rules for building and racing cars at their unit event, but they should make sure their rules don't conflict with those of the District or Council. To ensure their members can participate in events at those levels, please use these Official Rules for the Old North State Council Pinewood Derby Race when planning your unit and district derbies.

Please direct all questions about these rules to: Bud.Harrelson@scouting.org

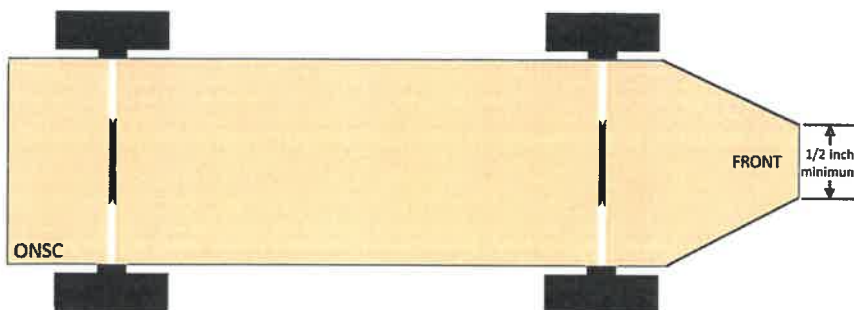
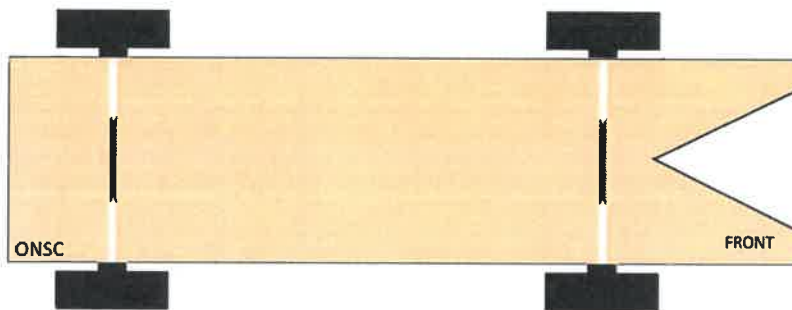
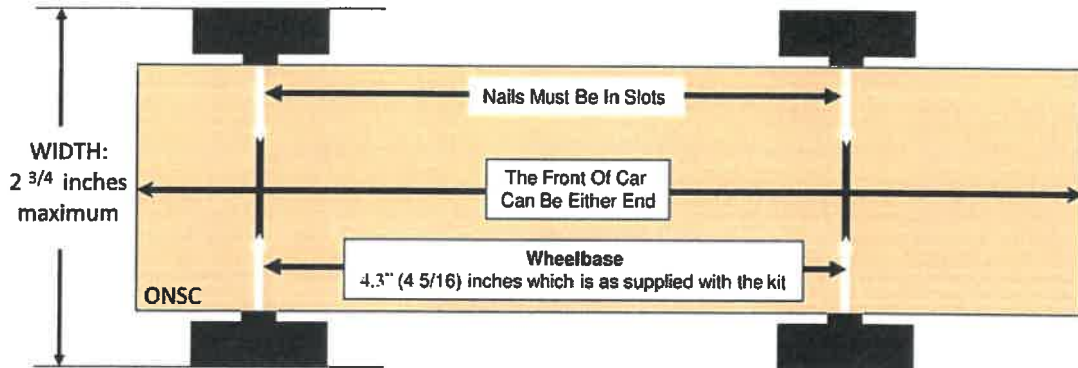
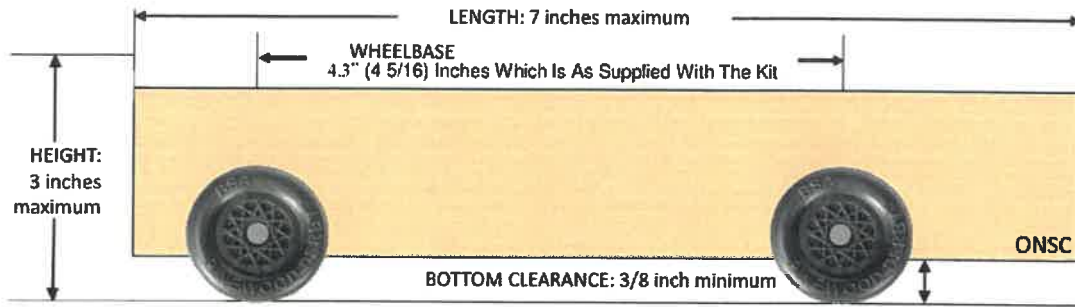
General Rules

- Race cars must be constructed during the current Scouting Year from the parts within the Official BSA Kit Part # 17006. **The Scout should be the primary car builder with only minimal adult supervision/assistance (advice, cutting, shaping, etc.) as needed based upon the Scout's age and ability.**
- **Purchased cars will be disqualified.**
- There will be an **Inspection** prior to the Council race. Once the car has passed Inspection, the car will be impounded and may not be touched by the Scout or Adult. If a car fails Inspection and time allows, you will be provided the opportunity to adjust the car to fit within the Rules.



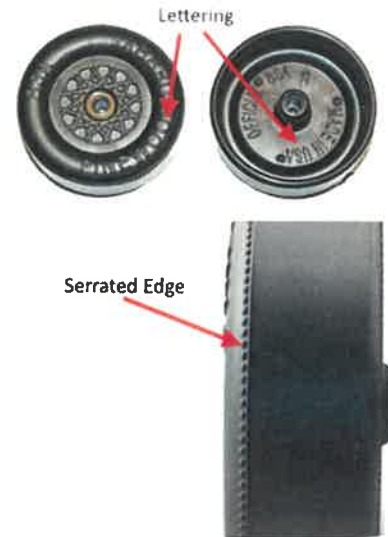
Dimensions and Configuration

- **Wheel Base:** Must utilize the existing axle slots, but either end may be the front of the car.
- **Length:** 7 inches or less. No part of the car may extend beyond the 7 inches.
- **Height:** 3 inches or less.
- **Width:** 2 ³/₄ inches or less from outside wheel edges and axle heads. 1 ³/₄ inches or more between inside wheel edges for track rail clearance.
- **Bottom Clearance:** 3/8 inches or greater for track rail clearance.
- **Weight:** Less than or equal to 5.00 ounces. (Please plan for easy adjustment on race day as not all scales are the same and only the official inspection scale will be used on race day.)
- No portion of the car shall extend past the starting peg.
- "U" or "V" Shaped front ends **are not permitted.**
- The front of the car must be at least 1/2 inch wide.



Wheels

- Only official BSA wheels may be used. Wheels that come in the official Pinewood Derby kit are preferred.
- The colored BSA wheels 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 serrated edge on the outer wheel must remain intact.
- The lettering on the inside and outside of the wheels 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.



Some examples of illegal wheel modifications:



- There must be 4 wheels and axles on the car that meet all Rules.
- At least 3 wheels must be in contact with the track.
- The wheels are to be mounted directly across from each other.
- No wheel covers, air shields, or wheel weights permitted as this inhibits the ability to inspect the Wheel IDs
- No rotation or spin altering devices.
- No wheel bearings, washers, hub caps, bushings, shims, or axle guards

Axles

- Only the axles that come in the official BSA Pinewood Derby kit may be used.
- Axles may be polished and cleaned up, but may NOT be grooved and must be visible in the axle slot for inspection.
- No full-width solid axles
- No springs or suspension allowed (the axles in the block are the only suspension)

Lubrication

- Only "Dry" Lubricants are allowed.



Additional Prohibited Items/Modifications

- Car constructed in such a way that the starting mechanism imparts momentum to the car (no sticky substances, magnets, etc.)
- No liquid lubricants.
- No glass or fragile parts that may break.
- No sharp objects especially on the bottom of the car.
- No wet paint or glue – the car should be completely dry at Inspection.
- No Propellants.
- No Mercury, liquid, or other moving material.