

## *General Rules*

To qualify for participation in the District Derby, Scouts must place in the overall Top 3 for their Unit.

All participants, inclusive of Scouts, Leaders, Parents and other spectators, are expected to conduct themselves in accordance with the Scout Oath and Law, and to follow Scouting America's Safeguarding Youth Policies, while attending the Pinewood Derby.

Cars must be Scout built and designed this Scouting Year (Sept 2025-Present), using base, wheels, and axles from the Pinewood Derby kit provided by their Unit. Adult building support to maintain age appropriate safety guidelines is expected, however, should be limited to the minimum necessary. Remember, adults should build ***with, not for*** their Scout, and Scouts should be the primary determiner of any design and/or build choices.

## *Car Dimensions*

Requirements	
Width	2 ¾" Max
Width (Front Bumper)	½" Min
Length	7" Max
Height	3 ½" Max*
Weight	5.000 oz Max
Bottom Clearance	⅜" Min
*Measured from track	

## *Design/Build*

- All decorations, weights, or other items must be securely attached to the car (no living decorations)
- Cars must be free-wheeling and gravity powered; no starting or running devices are permitted (motors, springs, etc.)
- Car bottom must be visible for inspection (clear sealant or coating allowed)
- Any lead weights must be painted or sealed
- Car design cannot interfere with other cars during race and must stay on starting track lane
- The front bumper of the car must have a minimum width of 1/2" to work with track starting device (solenoid pin), and no part of the car may extend forward beyond the vertical plane of the starting pin.
- Cars must have a minimum of 4 wheels and axles installed.
- Wheels cannot be altered, lightened or modified beyond light sanding/polishing to correct manufacturer defects.
- Wheels must be attached with axles provided in unit supplied kits. (No bearings, washers, or other devices)
- Axels may be polished and bent
- Only dry lubricants (i.e. graphite) are permitted, no oils or silicone.

## *Check in/Inspection*

All Scouts must preregister on the DMVC Website prior to the event. No registrations will be accepted on the day of the Derby.

All Scouts must check in and submit their car for inspection prior to the race. If a Scout can not attend in person, but would like to participate, they may make prior arrangements with the Derby Committee to pre-inspect and impound their car. All reasonable efforts will be made to secure and safely transport preinspected cars to/from the event, however the risk of damage is assumed by the Scout.

Derby Day Check-in will start at 11:00am. Race Officials will collect Scout headshots, car photos and inspect cars for compliance with the above rules. Scouts may make any adjustments needed to pass inspection during this time. Any

car that has not passed inspection and entered impound by 12:30pm on Derby Day will not race.

Once a car has passed inspection and entered impound, no further adjustments may be made. Only Race Officials and Pit Crew will have access to the cars until the end of the Derby. Cars will be returned to Scouts following the Awards Presentation.

## ***Racing and Placement***

Only Race Officials and Pit Crew are allowed behind the cones in the designated track and impound areas. Scouts and spectators should remain in the viewing area provided. Scouts currently racing are encouraged to sit at the Racers' table at the end of the track and participate in driver interviews.

Each car will race in 4 heats, once in each lane. The slowest time for each car will be dropped, and the remaining 3 times will be averaged to determine placing.

Each Scout will be granted 1 "do-over". In the event that a car has a race issue (loses a wheel, runs off track, leaves lane, interferes with another car, etc), an attempt will be made by the Race Officials/Pit Crew to remedy the issue and re-run the heat. If that car has a subsequent issue, the car will be disqualified and the heat will be run again with the remaining participants.

Race Officials will monitor racing and replays to ensure any issues are identified and corrected in a timely manner. If a spectator has a genuine concern regarding the legitimacy of a heat, they should raise that concern to one of the Race Officials as soon as possible. The Race Official team will confer and decide how to best address the issue; the Head Official's call is final.

Once racing is concluded, and all heats have been verified, placement for First, Second & Third in each District will be awarded. In the event of a tie, the Scout with the faster single heat time will be placed above. If there is still a tie, the second fastest heat will determine the winner, and so forth. In the highly unlikely event that 2 cars run 4 races of identical times, a head to head showdown of 4 heats will determine the winner.