

2026 Accotink Bay District Pinewood Derby

Location: American Legion Post 176
6520 Amherst Ave, Springfield, VA 22150

Date: Saturday, March 7, 2025

Inspection & Check-in: 8:00 AM – 8:50 AM

Racing and Judging: 9:00 AM – ~Noon

The Goal of Pinewood Derby is to help the Cub Scout build a team relationship with their adult helper, experience the sense of accomplishment, the excitement of competition, learn Win/Lose good sportsmanship, and to have fun.

Akela Says!

DON'Ts

- Don't order cars off the Internet
- Don't order speed axles or wheels off the Internet

DOs

- Do work together to decide what you want to make
- Start with you official BSA Pinewood Derby Car Kit
- Do cut out your car (ask other adult leaders in your Pack)
- Do paint and decorate
- Do spend time polishing the axles
- Do comply with the technical rules on the next page.
- DO HAVE FUN!**

- Lions may use the official BSA pre-cut wedge available from the Scout Shop

- Siblings are welcome to race!**
- No registration fee for siblings. Sibling races will be held before speed finals race.**

Contact James Dreier for more information or questions at jkdreier72@gmail.com

2026 Accotink Bay District Pinewood Derby Technical Rules

General Rules – All cars must comply with the following:

1. Cars must be made from the items in the official Cub Scout Grand Prix Pinewood Derby kit and/or official parts bought from BSA. **Cars and performance parts offered by third parties are NOT ALLOWED and will be disqualified.** Cars made from pre-cut / pre-shaped Pinewood Derby car kits, will not be allowed.
 - a. **EXCEPTION to the preceding rule is that Lions may use the official BSA pre-cut wedge available from the Scout Shop.**
2. Additional materials may be attached to the car to enhance the design and must be firmly attached.
3. Car specifications are as follows:
 - a. Width not to exceed 2-3/4" - Width between wheels must be 1-3/4"
 - b. Length not to exceed 7" - Height not to exceed 7"
 - c. Wheelbase must be 4-3/8"
 - d. Clearance between bottom of car and track must be at least 3/8"
 - e. Weight not to exceed 5.000 oz.
4. Cars must be made during the **current** Scouting year. Cars from previous years are not allowed.
5. Cars entered in the District Pinewood Derby may not be altered after they are accepted by District staff.
6. Only one car can be entered in the District Pinewood Derby for each Scout.
7. A Scout must choose to enter their car for either Show or Speed categories.
 - a. Staff may waive this rule if there are a low number of registrations.

Speed Car Rules – Cars entered for Speed must comply with the following additional rules:

1. Wheel bearings, washers, and bushings are prohibited.
2. Wheel footprint (i.e. the portion of the wheel that contacts the track surface) may not be altered. Mold seams may be removed, but wheels may not be narrowed, ridged, rounded-over or otherwise changed.
3. All four wheels must touch the track surface. Minor play will be allowed, e.g., due to unintentional placement of the axles in the grooves; offsetting that in the opinion of the Derby Chair is intentional will be disqualified.
4. Wheelbase distance (distance between front and rear axles) of 4-3/8" may not be modified or altered.
 - a. Wheelbase may be shifted slightly (i.e. moved forward or backward along the length of the body) in the event the pre-made grooves are not properly aligned.
 - b. New axel grooves may be drilled into the car as long as the wheelbase remains 4-3/8".
5. Axles may be polished. Machining of the axles is prohibited.
6. Only dry lubricants (i.e. graphite, Teflon) are permitted. Wet lubricants (i.e. oil) are prohibited. Excess graphite may be removed by Derby Officials during inspection.
7. No hubcaps or wheel coverings may be used to hold lubricant in.
8. The car shall not ride on springs (i.e. spring suspension).
9. The car must be free-wheeling and gravity-driven, with no starting devices, springs, magnets, or the like.
10. Weights must be solid and securely fastened to the car. Sliding or liquid based weights are allowed.
11. If a car breaks down during a race, only the repair or replacement of that part is allowed, and only if it affects the basic performance of the car (i.e. a wheel or weight falls off). A car may be moved to a later race time or disqualified if the repairs will take a significant amount of time.
12. Any car that in the opinion of the Derby Chair has an unfair advantage over other cars due to any violation of these rules will be disqualified.
13. In case of close calls or questions, the decision of the Derby Chair is final.

Show Car Rules – Cars entered for Show must comply with the following rules:

1. Show car entries must comply with all car specifications in General Rules 3a-d.
2. Cars entered for Show must still be able to perform the basic functions of a Derby car.

Event Rules:

1. Early registration is strongly encouraged but Lone Scouts and walk-ins **are welcome** to participate.
2. Graphite **will not** be allowed at the tracks. Graphite may be used in the maintenance area; however, do not use excessive amounts. Derby staff will remove excessive graphite during inspection.
3. No Scout, parent or leader will be allowed into the race or show areas once cars have been registered, except to volunteer, or to make repairs under the supervision of a Derby official.
4. During the Derby, all Scouts, leaders, and parents are expected to exhibit their best Scout behavior and manners, and exercise good sportsmanship. Disruptive behavior will be allowed at any time. Non-compliance may result in disqualification from the Derby.
5. The first-place finisher in each rank will be automatically advanced to the Overall Speed Final Round.

Trophies:

1. Medals will be awarded for 1st, 2nd, and 3rd place in each Cub Scout rank for Speed.
2. Trophies will be awarded for 1st, 2nd, and 3rd place Overall Speed.
3. Medals will be awarded for 1st, 2nd, and 3rd place in each rank for Show.
4. Trophies will be awarded for MOST PATRIOTIC, MOST SCOUT THEMED, MOST FUTURISTIC, MOST UNIQUE, and MOST HUMOROUS in the Show event.