



## 1. Introduction

- a. Welcome to the **2026 Atlantic District** of the Coastal Georgia Council Pinewood Derby Season. The District Race Committee is pleased to present to you the car and race rules for this year.
- b. There have not been any significant changes to the Pinewood Derby car requirements since the 2013 derby season, when it was first developed and approved by our earlier Coastal Empire Council (CEC) Race Committee on 10 December 2012 and published. Please be sure to review this entire document, especially yellow highlighted sections.
- c. Remember, the Pinewood Derby is meant to be a fun filled event for the Scouts and their families. Use this opportunity to let your Scout create his dream car, with a little help from you, and build memories that will last a life time. Please keep safety and sportsmanship in mind at all times.

***Please note that the Pinewood Derby guide or design books sold at the Council Office or Store may include ideas, designs, or techniques that are not allowed by these rules***



## 2. Participants

### a. District Race

- i. The District races are open to all Cub Scouts registered with a Pack in the District that place 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> in their Pack for their age group (Lion, Tiger, Wolf, Bear, Webelos, and AoL). Packs may also send the Top 3 from a Sibling Race (under age 18) and an Adult Race (age 18 or older).
- ii. Each Pack may send up to 24 participants (3 Lion, 3 Tiger, 3 Wolf, 3 Bear, 3 Webelos, 3 AoL Scouts, 3 Siblings, 3 Adults) to the District Race.
- iii. Packs should plan for alternate racers to attend if one of their Top 3 per category cannot attend.
- iv. Each Pack will provide the District Pinewood Derby Chair a list of racers at least one week before the District Race. If no list has been provided by a given Pack, race officials will accept entrants from that Unit on a first come basis to fill that Unit's race slots.

### b. Pack Race

The field and format of the Pack races are left up to the individual Units; however, all racers continuing on to the District or Council level must conform to these rules.

### c. AoL Scouts

- i. Any Scout that started the 2026 calendar year as an AoL Scout may participate in the AoL category regardless of their Crossover status (e.g. an AoL Scout who crossed over to a Troop prior to the race may still compete as an AoL Scout)



### 3. Ground Rules

- a. Packs may modify these rules to meet the needs of their own race; however, competition at the District or Council level requires these rules to be met.
- b. All cars must be made by the Cub Scout and Sibling with parental help as needed.
- c. The car must be primarily constructed of wood
- d. BSA approved, pre-cut wooden car kits may be used, however, pre-assembled or pre-finished cars are not permitted. Purchased cars, already assembled, violate the spirit of the Derby and are not permitted.
- e. Cars constructed using pre-cut kits must be declared to the race official at check-in.
- f. Cars must have been made for this scouting year's race. Cars made for previous scouting years' races are not permitted.
- g. Only Race Officials and racers will be permitted into the registration and track area. This rule will be strictly enforced. Violation of this rule may result in expulsion of that individual from the arena and could result in disqualification of the racer from the District derby.

### 4. Race Format

- a. Details of all Derby races will be published prior to the race
- b. As needed, details of the Council Pinewood Derby will be published prior to the race.
- c. As needed, details of the District Pinewood Derbies will be published prior to the races.
- d. There will be at least three judges at the finish line. Two of the judges must agree on the winner or the heat will be re-run. Electronic 'judges' will be the same as three judges present.
- e. If a car suffers a mechanical problem, loses an axle, breaks a wheel, etc. during a race and a repair can be accomplished in a reasonable time (less than 5 minutes), the heat will be run again. If not, the car will automatically lose the heat.
- f. Cars suffering a mechanical problem after the completion of the race (after passing the finish line) will be allowed a reasonable amount of time (5 minutes) to repair their car in preparation for their next race. Additional time may be allowed at the race officials'



discretion if it does not delay the race.

- g. If a car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, the judges will determine the cause and allow the racer a chance to modify the car and the heat will be run again. If the car jumps off the track a third time, it will be automatically loose that heat.
- h. If a car interferes with another, the heat will be run again. If the car interferes with another a second time, the judges will determine the cause and allow the racer a chance to modify the car to prevent the interference and the heat will be run again. If the car interferes with another for a third time, it will be removed and the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- i. All repairs to a car require that the vehicle be re-inspected prior to racing again (see rules regarding inspection below)

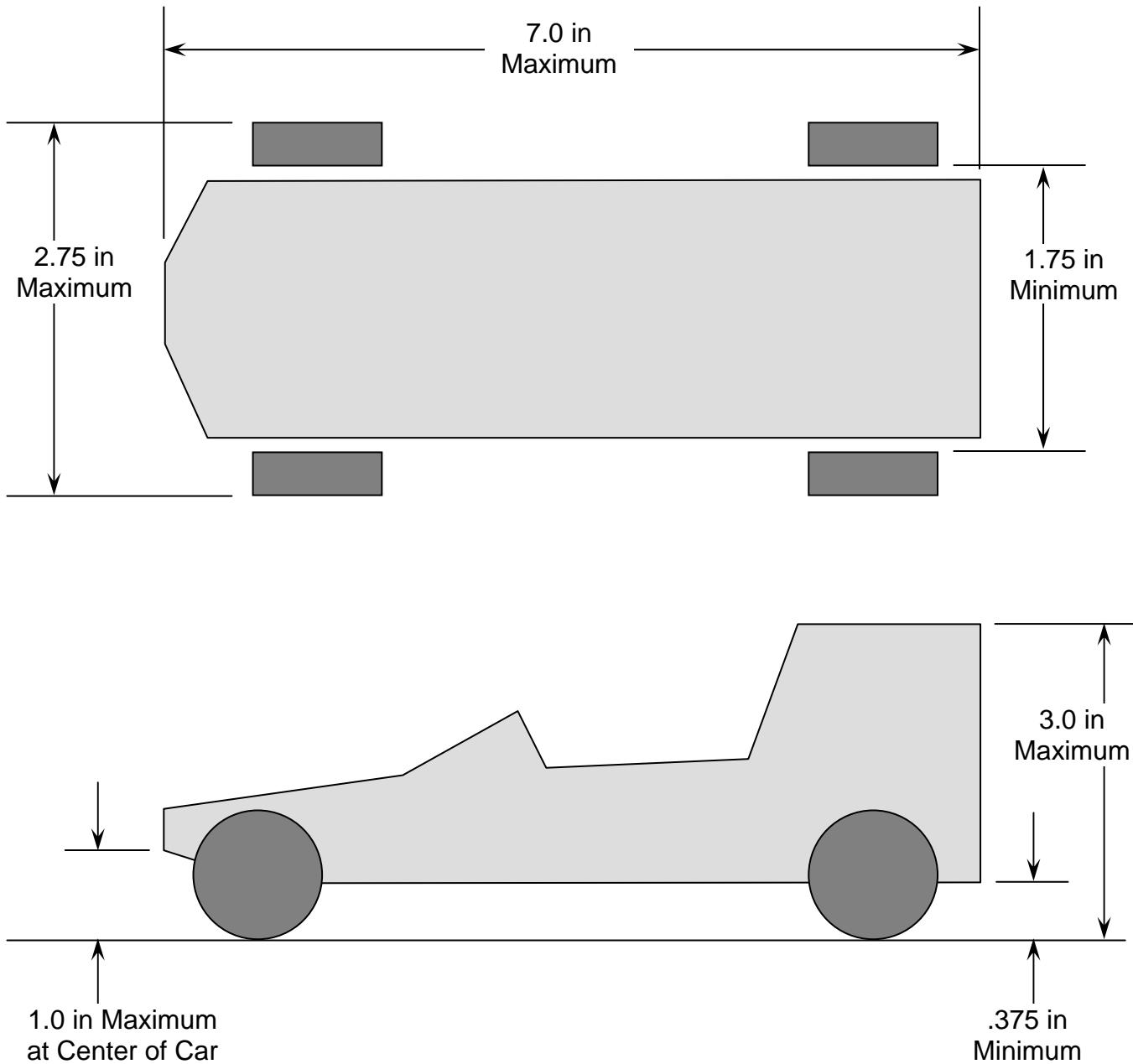
## 5. Size and Shape

- a. Maximum overall width, including wheels & axles, shall not exceed 2  $\frac{3}{4}$  inches.
- b. Maximum length shall not exceed 7 inches.
- c. Maximum height shall not exceed 3 inches. Note that height restrictions may vary based on the track.
- d. Minimum width between wheels shall be 1  $\frac{3}{4}$  inches.
- e. Minimum clearance between bottom of car and track shall be 3/8 inches.
- f. Wheel base (distance between front & rear axles) may be changed as desired
- g. The front most part of the car must be at the center of the car and no more than 1 inch above the track.
- h. Car construction must start with the block of wood supplied in the BSA Grand Prix Pinewood Derby Kit, or a pre-cut block approved by BSA.
- i. Details such as fenders, steering wheel, driver, spoiler, decals painting and interior details are permissible as long as these details do not exceed the maximum length, width, and weight specifications described above.

2026

Cub Scouts

## **Pinewood Derby Rules** (Atlantic District)



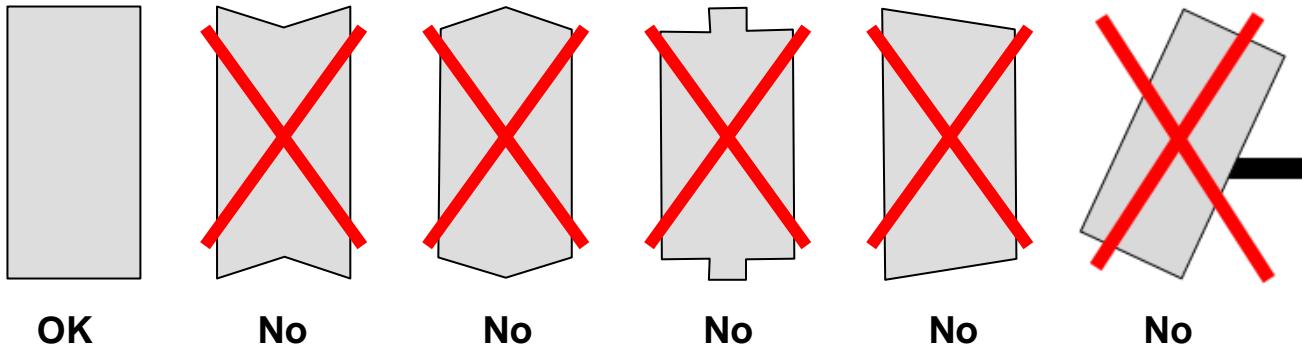


## 6. Weight

- a. The readings of the Official Race scale will be considered final.
- b. Maximum weight is 5 ounces.
- c. Mercury shall not be used for adding weight. It is a health hazard and may violate state and local laws. Use of mercury will result in expulsion from the arena. All clean up costs associated with mercury will be the responsibility of the racer and adult partner.
- d. The car may be hollowed out or built up to the maximum weight by the addition of wood or metal. All additions must be firmly attached.
- e. Lead may be used to increase weight; however, it must be painted over to minimize exposure to the Scouts. (See Rule 9.a -- suggest using fingernail polish to cover last minute adjustment areas)
- f. No loose or swinging materials of any kind are permitted in or on the car

## 7. Wheels and Axles

- a. Only the official BSA Grand Prix wheels and axles can be used. If extra wheels are purchased, they must be official Boy Scout Grand Prix Derby wheels identical (except for color) to those that come with the original kit. Official wheels are stamped "BSA" or "Boy Scouts of America".
- b. Commercially available pre-turned wheels and axles shall not be used.
- c. Wheel bearings, washers, or bushings are prohibited.
- d. The car shall not ride on any type of springs.
- e. The car must be free-wheeling with no starting device or other propulsion.
- f. The car must have 4 wheels and 4 axles but all four wheels do not have to touch the race surface, nor do they have to be placed in traditional locations.
- g. Wheels must not extend past the front of the car.
- h. Wheel placement must not cause the car to interfere with others. If a guide pin is used for stability, the guide pin must be made of wood to ensure no damage to the track.
- i. Wheels & axles may be smoothed & polished to remove manufacturing defects.
- j. No significant modification to the wheels, external or internal, is allowed (see diagrams).



*It is not possible to show all prohibited modifications. Wheel profile must remain rectangular*

*Wheels will not be angled on purpose to ride on their edges; they must lay flat.*

## 8. Lubrication

- a. Only dry powdered lubricants, such as graphite, may be used.
- b. Wet lubricants are not permitted. Oils and silicone sprays soften the plastic wheels and can damage the track.
- c. Cars must be lubricated before inspection and weigh-in. No additional lubrication will be permitted after registration closes.

## 9. Appearance and Finish

- a. Cars with wet paint will not be accepted (See rule 6.e).
- b. Decals and painted designs on the cars must be age appropriate for Cub Scouts



## 10. Inspection and Disputes

- a. Decisions of the Official Race Committee are final.
- b. Racers must present their car to the Race Officials for inspection and check in.
- c. Each car must pass inspection by Race Officials before it can compete. After inspection, the car will be isolated until the end of the race.
- d. In the event that a rule violation is discovered after the initial inspection and isolation of the car, Race Officials have the right to return the car to the racer for modification and re-inspection.
- e. Once cars have been isolated, it may not be modified, including lubrication, without going through the inspection process again. Repeated requests for post inspection modification may result in disqualification from the race (See rule 8.c).
- f. Race Officials have the right to disqualify those cars which do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules provided that it does not cause a delay to the race.
- g. Race officials may reject any car that could cause damage to attendees, the facility, or the track.

## 11. Attendance and Conduct

- a. The Scout, Sibling, or Adult racing must be present for registration (See Rule 10.b).
- b. The Scout, Sibling, or Adult racing must be present for their derby car to race. Someone else cannot race their car.
- c. Unsportsmanlike conduct, by Scout or other participant or attendee, will be grounds for expulsion from the competition and/or the race area (See Rule 10.a).