



W.D. Boyce

Crossroads District

2026 Pinewood Derby Rules

Scout Race Rules:

- Cars must be built according to the car specifications described below
- Car specifications are designed to protect the track, other cars, and maintain a fair level of competition
- Cars must be built and raced this year (i.e. the same car you built and raced during your Pack event this year)
- All car will be “impounded” upon inspection and check-in and will remain impounded until all racing has completed
- If a scout leaves before the event is over, arrangements will need to be made by the scout to have someone else collect their car after the race. Due to the scout race format, the qualifiers for the derby finals are not known until all racing is complete.
- The Derby Chairperson is the final decision maker for all car qualifications and rules, no exceptions

Scout Race Format:

- Event racing will be a “Perfect N” rotation, a common and fair approach used by many districts and packs
- Each car will race down the track on each lane, once per lane (4 total runs)
- Sanctioned racing software will track the total cumulative time for each car
- The fastest 16 cars (lowest cumulative time after one run down each lane) will advance to the derby finals
- Racers will be split into “heats” randomly but winning a heat does not indicate advancement to the finals. Splitting into heats allows each scout a chance to see all of their track runs in a shorter time window vs. spread out across the event at random. It is also an easier and more efficient way for the pit crew to pull cars from the pit area, reducing the duration of the event.
- The derby finals will be a single heat; each car will race down the track on each lane, once per lane (4 total runs)

Car Specifications:

Car Body & Parts – Use the BSA Kit Only

Cars must have been built during the 2025 Pinewood Derby racing season (September 2024 through race day) using an Official BSA Pinewood Derby Kit or official BSA components provided by the pack or purchased through the local Scout Shop, an authorized BSA retailer. Non-official BSA parts sold by an official BSA retailer are prohibited. Aftermarket car kits, non BSA precut kits, or cars purchased whole or in part from another racer, company, internet entity, or other are prohibited. Cars must be constructed by the racer and adult(s), Scouts honor.

LENGTH:

Maximum length (including wheels) shall not exceed 7 inches. This includes any adornments such as turrets, masts, or other objects projecting out in front of the car.

WIDTH:

Maximum overall width (including wheels and axles) shall not exceed 2-3/4 (2.75) inches. If the car is any wider it may interfere with cars in other lanes. Minimum width between wheels shall be 1-3/4" so car will clear the center guide strip.

HEIGHT:

Maximum height is 3 inches. The minimum clearance between the bottom of the car and track must be at least 3/8" so the car will clear the center guide strip. (This has been a problem in the past when thick weights are attached to the bottom of the car.)

WEIGHT:

Finished cars cannot weigh more than 5 ounces (141.75 grams). All car parts and materials must be firmly attached.

WHEELBASE:

The wheelbase (distance between the front and rear axles, center to center) may be moved forward/back, but the distance cannot be changed from the standard kit body distance (grooves on the bottom of the wood block). No “extended wheelbase.” The distance between axles must remain 4-3/8”. A margin of error of +/- 1/8” will be permitted.

AXLES:

Use only official Scout Grand Prix axles included in the kit. Axles may be lightly filed, sanded, and polished. No grooves or beveling of the axle head/stem will be allowed. Glue or drilled axle holes may be used to affix the axles to the car body. Bearings, washers, or bushings are not allowed.

WHEELS:

Use only official Cub Scout Grand Prix wheels included in the kit (BSA logo must be present), or BSA colored wheels can be purchased from the scout store. You may lightly sand the wheels to remove molding seams on the tread. Light sanding and polishing are the only wheel modifications allowed. **Wheels may NOT be beveled, tapered or reshaped in any way. The flat part of the wheel must remain parallel to the axle. The fluting (small bumps on outside edge), spokes, and other markings on the outside wheel area must remain visible.** All four wheels must be used on the car. Raised wheels must not be >1/4” from the flat surface (track).

SPRINGING:

The car may not ride on any type of suspension.

DETAILS:

Details such as steering wheel, driver, decals, painting, and exhaust pipes are encouraged. The finished car with details must meet the maximum length, width, height, and weight rules. Cars with wet paint or glue cannot race as it could get on the track.

ATTACHMENTS:

The car must be freewheeling with no starting devices, motors, sticky tape, magnets, propellers, rubber bands, etc.

LUBRICATION:

Use dry lubricant ONLY. Graphite works well and can be purchased at any hobby shop. Wet lubricants such as oil is not allowed.

INSPECTION:

Each car must pass inspection by the official Inspection Committee before it may compete. The inspectors may disqualify any car not meeting these rules. Any adult or scout may appeal the findings of the inspectors to the derby chairperson, whose decision is final.

Summary of Awards:

- Each scout who participates will receive a special event patch.
- Trophies will be awarded to the top three (3) finishers for overall speed.
- Additional trophies will be awarded for the top three (3) “Best in Show” category.