

North Star District

Pinewood Derby Rules

March 2025

Remember the focus of this event is not to win at any cost, but for each Cub Scout to
DO HIS BEST and HAVE FUN!

The Cub Scout should have the fun of racing a car he has built from materials in the Pinewood Derby kit. The fastest car in each bracket will run in a Championship bracket. We will judge cars for excellence in several design and craftsmanship areas.

Race Car Rules

WIDTH: Car can not be more than 2 3/4 inches wide.

LENGTH: Car can not be more than 7 inches long.

WEIGHT: Finished car can not weigh more than 5 ounces. The weight shown on the Official Race Scale is final. All car parts and materials must be firmly attached. To increase the car's weight, add wood or metal only. Do not use liquid of any sort.

WHEEL PLACEMENT: The car body must be at least 1 3/4 inches wide at the axles. It must clear the ground by at least 3/8 inch. The wheelbase (distance between front and rear axles) may not be changed. The four wheels, two on each side of the car, must be placed such that the car will straddle the lane guide and maintain all four wheels in contact with the surface of the track

WHEELS AND AXLES: Use only Official Scout Grand Prix wheels and axles. You may polish the axles. You may lightly sand the wheels to remove the molding seam on the tread. No other wheel changes are allowed. You may not use bearings, washers or bushings.

SPRINGING: The car may not ride on any type of springs.

DETAILS: Details such as Steering Wheel, Driver, Decals, Painting, and Interior Details are okay. The finished car with details must meet the maximum length, width and weight rules. Cars with wet paint will not be accepted.

ATTACHMENTS: The car must be free-wheeling with no starting devices.

LUBRICATION: Use dry powdered graphite ONLY in designated areas. You may not use any other lubricant, especially oils and silicone sprays.

INSPECTION: Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will disqualify any car not meeting these rules. Any adult or Scout may appeal the findings of the Inspectors to the Race Committee Chair-person, whose decision is final.

Race Ground Rules

GOOD SPORTSMANSHIP AND BEHAVIOR ARE EXPECTED. Race Officials may ask anyone not following this rule to leave.

The Grand Prix Pinewood Derby is open to all Cub Scouts in North Star.

All brackets are double-elimination. This means that each car must lose twice before leaving the Derby.

A car that jumps off the track or interferes with another car is moved to a different lane and the heat run again. If it happens again, the car loses the heat.

If a car breaks down, the Scout is allowed five minutes to fix the car. Then Officials will run the heat again. If the car cannot be fixed in five minutes, it loses the heat. If this loss is the car's first and the Scout can fix the car before the start, it may run in its next scheduled heat.

Only Race Officials are permitted inside the track area.

Race Procedures

Scouts must be present in order to race their car.

Each Scout must bring his car to the Inspection Table. If the car fails to meet any rules, the Inspectors tell the Scout the exact problems. The Scout may change the car to meet the rules.

After inspection, Official Scorers register the cars. The Official Scorers set-up and maintain the race brackets and tell the Official Starters which cars run in each heat.

After registration, Scouts place their cars on the Starters' Table. Scouts may not handle their car again unless fixing the car as allowed in Ground Rule 5.

Do not take a car off the Starter's Table for any reason.

The car whose nose is first over the finish line is the winner. If two of the three Official Judges can't agree on a winner, Officials will run the heat again. Judges tell the Official Scorers which car wins each heat.

Officials present racing awards at the end of each bracket. Design awards are presented after the Championship bracket.

Thank you for being a part of our
Grand Prix Pinewood Derby.

Revised March 1, 2025