

2026 SCOUT PINEWOOD DERBY RULES

THE SCOUT OATH AND LAW APPLY HERE, AS THEY DO EVERYWHERE AND ALWAYS!

Compliance with the derby rules is the responsibility of the car builder. Any infraction, whether discovered at weigh-in or on race day, may lead to disqualification of parties involved. Poor sportsmanship can lead to immediate disqualification!

WEIGH-IN

All cars must be weighed in and impounded by the end of weigh-in or they will not be able to race on race day

RACE DAY GROUND RULES

- If a car (or any part of a car) leaves its lane and interferes with another car, the heat will be re-run. If the same car leaves its lane a second time and interferes with another car, the heat will be re-run again without the interfering car. The interfering car will automatically be disqualified from the race.
- If car jumps off the track, the heat will be run again. If the same car jumps off the track a second time, it will be automatically disqualified from the race
- If a car suffers mechanical problems; the owner will be given the opportunity to repair the car in a 5 minute time limit. Repaired cars will be inspected. You will only be able to correct problems you are having 2 times and if it happens again a third time, your car will be disqualified.
- Proper positioning of the cars will be limited to correct direction of the car and reasonable alignment of car to track.
- Cars must have been made for this year's race. You may not use previously made cars.

LUBRICATION

- Only dry powdered lubricants, such as graphite, may be used. Regular oils and silicone sprays may soften the plastic wheels.
- Excessive lubrication is prohibited as it may cause damage to equipment or floors.
- Cars may be lubricated before inspection. No further lubrication will be permitted.

LENGTH, WIDTH AND CLEARANCE

- Width (including wheels and axles) shall not exceed 2 $\frac{3}{4}$ ".
- Length shall not exceed 7".

- Minimum width between wheels shall be 1 ¼” so car will clear center guide strip on the track.
- Minimum distance between bottom of car and track shall be 3/8” so car will clear the center guide strip on track. The distance also applies to any protrusion from the bottom of the car, such as weights.

WEIGHT AND APPEARANCE

- Weight shall not exceed 5.0 ounces. The readings of the official race scale will be considered final. The car may be hollowed out and built up to the maximum weight by the addition of other materials provided they are securely built into the body or firmly affixed to it. No loose materials of any kind are permitted in or on the car.
- Only official BSA pinewood derby kits can be used (yellow pine only). Cars from other sources will not be allowed.
- Mercury shall not be used. It is a health hazard.
- Details such as steering wheels, driver, spoiler, decals, painting, exterior and interior details are permissible as long as the car satisfies length, width, clearance and weight specifications.
- Cars with wet paint or glue will not be accepted.
- The official race team will attach a car number to the car using a small adhesive-backed label. The location for this number will be on the top of the car so that the official pinewood derby starter can easily identify the correct car and its proper direction of travel.

WHEELS AND AXLES

- The only wheels and axles allowed are the BSA official pinewood derby.
- All wheels must have the original raised BSA – pinewood derby letters on the outside of the wheel and the original official BSA made in the USA on the inside of the wheel.
- The wheel surface may not be beveled or shaved.
- The axel grooves provided in the block of wood do not have to be used.
- The wheelbase maybe extended but the wheels may not extend past the front or rear of the car body.
- Wheel bearings, spacers or bushings are prohibited.
- The car shall not ride on any type of springs.
- The car must be freewheeling with no starting device or other propulsion.
- Only official BSA axels can be used and they must be stock diameter
- No wheel covers will be permitted.

- The nail axles must be used. No one piece axles may be used.

INSPECTION AND DISPUTES

- Each car must pass inspection by the official inspection team before it can compete. The inspection team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of the violations and given the opportunity to modify the car to meet these rules. If the car cannot be modified to meet the rules, the car will not be allowed to run. No prizes or recognition will be awarded.
- Any participant or his parent has the right to appeal to the race committee for an interpretation of these rules. The race committee, by majority vote, will be the final judge of these rules. In case of a tie vote, the decision of the race committee chair will be final.