



# Washington District 2026 Cub Scout Pinewood Derby Rules



These are for cars presented at the Washington District 2026 Pinewood Derby. Cars presented at this level must abide by these rules. These rules are intended for Washington District competition and supersede all other rules governing the construction, racing, and judging of Scouts BSA Pinewood Derby entries.

## 1. FUN!

- A.** Have Fun! As with all Cub Scout events, the first rule is to always have FUN!
- B.** Attendance: This is a Scouting event, so all participants, and all Adult Leaders are expected to be in their "Class A" scout uniform.
- C.** To keep the event fair to all participants, the following rules have been established. Cars shall qualify for the competition based upon the rules printed herein. **See page 4/4 for Lion & Tiger Den Rules.**

## 2. General:

- A.** The rules for the Pinewood Derby are intended to maintain the competition at a level at which most cub scouts can achieve with minimal adult intervention.
- B.** To qualify for racing, car must be made with the "Official Grand Prix Pinewood Derby Kit", including wheels, axles, and wood block.
- C.** Cars must have been made for this school year's Pack-level race. Last year's cars are not permitted. The **scout's name, rank, Pack #, and 2025** must be painted or marked on the bottom of the car for the purpose of owner identification. Stickers don't always stay on.
- D.** Only one car may be entered by any person in the Pinewood Derby.
- E.** Once cars have been registered, weighed, and certified they will remain in the possession of the race committee until the end of the competition.

## 3. Weight and Appearance:

- A.** Total weight of car may not exceed 5.0 ounces (141.75 grams).
- B.** The weight shown on the Official Race Scale is final.
- C.** No loose materials of any kind are permitted in or on the car. Movable weights are prohibited.
- D.** Details such as steering wheel, driver, decals, or painting are allowed, if these details do not cause the car to exceed the maximum weight, length, height, and width. Cars with wet paint or any other wet spray-on material will not be accepted. **BEST PRACTICE: The bottom of the car should not be painted so that a scout's name, rank and unit # are easily legible. Please label the information well so cars may be returned to owner.**
- E.** Weights on the bottom of the car must be recessed within the car body so that the bottom clearance is not reduced to below 3/8 inches.



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## 4. Length, Width and Height:

- A.** Overall Length of the car (measured from the furthest point forward to the furthest point rearward) shall not exceed 7.00 inches.
- B.** Overall Width shall not exceed 2-3/4 inches at the furthest horizontal protrusion, whether it is the body of the car, axle hubs, or the wheels.
- C.** The width between the inside of the wheels must be a minimum of 1-3/4 inches wide to ensure that the wheels will fit over the guide strip on the track.
- D.** Drilling holes for the axles is prohibited. Adjustment of the axle slots is allowed to make the slots square with the body. The maximum wheelbase is 4-1/2 inches.

**\*\*No long wheelbase cars will be allowed!\*\***

- E.** Height of the car shall not exceed 3.00 inches.
- F.** All cars must have a minimum of 3/8-inch clearance from the bottom of the car to the track. (See Diagram "B" below)
- G.** The entire car must stage behind the starting pin. Cars are required to have a leading edge which is flat and parallel with the axles. The leading edge must be between 3/8 and 1-inch above the track, and a minimum of **1/2-inch** wide. Cars which "ride-up" on the staging pegs may be run backwards, at the Judge's discretion. **No sharp points allowed on the front of the car.**

## 5. Wheels and Axles:

- A.** No alteration, narrowing, lathe-cutting, or re-shaping of wheels, inside or outside is allowed.
- B.** Light sanding of the wheel treads to remove irregularities is permissible. (See Diagram-A below).
- C.** No covers, stickers or hubcaps will be allowed over the wheels or axles. The axle head must be visible. It is recommended to glue the axles to the wood car body block.
- D.** Only the official wheels (any color), and axles as provided in the official car kits, or the official wheels (any color), and axle kits may be used. **The fluting (outside edge) and all other BSA markings (inside and outside) must remain visible and unaltered.** Do not use similar wheels and/ or axles available in hobby stores. These may be more highly machined than the "Official Grand Prix Pinewood Derby Kit" and represent an unfair advantage. No bent axle, rail riding cars will be allowed! **All four wheels must be flat (square) on the track with 0-degrees of camber.**
- E.** Wheel bearings, spacers, and washers are prohibited.
- F.** All cars must have 4 wheels. Four of the wheels must always be touching the track surface.
- G.** The car must be freewheeling, no starting or launching devices will be permitted.



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**H.** The motion of the car may not be mechanically aided by motors, springs, rubber bands, etc.

## 6. Lubrication:

**A.** Dry lubricant (graphite), or the new BSA white lube may be used to lubricate wheels. Krytox GPL 100 Racing Lubricant is allowed. Note: If you plan to lubricate your car, please do so at home, or in the official race pits. Graphite, dry, or liquid lubricant which spills on the floor is both difficult to remove and is potentially dangerous. Wipe your car clean before it is brought to the race.

**B.** Once the car has been inspected, it may **NOT** be re-lubricated except when the wheel is damaged or becomes dislodged during a race.

## 7. Repairs:

**A.** There will be an official Pit Area for repairs and alterations. If the car does not qualify at registration, alterations may be made by the racer and the adult(s) with whom they came.

**B.** It is highly recommended that racers bring their own spare parts, wheels, and weights.

**C.** If a car requires repairs, the race will be delayed for a maximum of five minutes to allow the event staff to repair the car. Repairs will be permitted only in the official Pit Area. The Volunteer in charge of the Pit Area will determine what repairs are necessary and allowable. If wheels or axles are replaced, only those wheels and axles replaced may be lubricated.

**D.** If the general racing has been delayed 5 minutes, the event staff will determine that the racer is ineligible to continue to race.

## 8. Diagrams referenced from above:

Diagram-A. (Wheel)

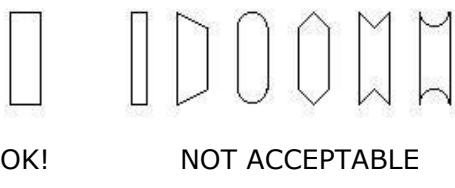
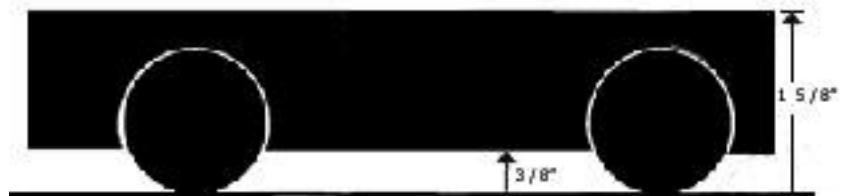


Diagram-B. (Staging of Car)



## 9. General Rules:

**A.** Car numbers will be assigned and affixed at registration. The official number shall be clearly marked and always visible. The numbers will be placed on the front of the car. The scout will define which end is front at registration.

**B.** No one will be permitted beyond the registration area and into the area immediately surrounding the track except the officials. Those areas will be designated as "restricted."

**C.** Each race will be announced. A "Pit Crew Coordinator" will place cars from pit area into a tray based on the track assignment of that car for that race. The "Pit Crew Personnel" will carry the tray to the Official Starter.



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- D.** The Official Starter will place cars on track based on lane assignment, make sure that the cars are properly aligned on the track, and then will start the race. They will also determine "false starts" and all matters pertaining to the starting area.
- E.** Race results will be determined by a computer-based timing system which calculates the cumulative time or average time of all race heats for each participant or through the elimination method by finishing position.
- F.** When the result of each heat is recorded, the "Pit Crew" will take the cars back to the Pit Area.
- G.** If during a race, a car leaves the track, runs out of its lane, interferes with another car, or loses an axle, etc., the race may be run again. There will be only one repeat race for this reason in any heat. If the same car has such a problem again, the car creating the problem, will be removed from that race heat, declared the loser and the race will be re-run with the remaining cars.

## 10. Inspections and Disputes:

- A.** Each car must pass inspection of the Official Inspection Team before it may compete. The Official Inspection Team has 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 before the first heat is run. Any car found to be in violation of this rule after having run one or more heats will be disqualified.
- B.** Any participant (including the parent or caring adult of the participant) has the right of appeal to the Rules Committee for an interpretation of these rules. The Rules Committee, by majority vote, will be the final judge of these rules.
- C.** Un-sportsmanlike conduct by any participant or member of the audience will not be tolerated and will grounds for expulsion from the competition and/ or race area.

## 11. Revisions:

- A.** See other revised rules in bold and underlined print. Revised 12/14/2025.
- B.** A total of 6 Cub Scouts are allowed to race in the Grand Prix from each PACK. We want at least six scouts from each Pack to race regardless of their pack race finishing position.
- F.** ENTRANTS MUST BE REGISTERED WITH SCOUTS BSA. SCOUTS MUST BE REGISTERED IN A RECHARTERED ORGANIZATION. Parents do not need to be registered with Scouts BSA.
- G.** PACKS ARE INVITED TO BRING THEIR PACK FLAGS AND FLAG BASES TO DISPLAY AT THE RACE. Recruiting materials and pictures may be displayed.
- H.** QUESTIONS? Contact Ron Schmidt, Chair at [Pinewoodderby@washingtondistrict.org](mailto:Pinewoodderby@washingtondistrict.org) or by phone at 215-221-2466.



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- I. NO BENT AXLE, RAIL RIDING CARS are PERMITTED! All 4 wheels must be flat (square) on the track with 0-degree camber. The fluting (outside edge) and all other BSA markings (inside and outside) must remain visible and unaltered.**
- J. Our event will be run according to the Scout Law and Oath!**
- K. Added to Rule 3.D.: Avoid painting the bottom of the car! Affix scout information to the bottom.**
- L. Added to Rule 2.C, scout's name, rank, Pack #, and 2024 must be painted or marked on the bottom of the car.**
- M. Prepared and reviewed by the District Pinewood Derby Committee as of 10/30/2023.**

## 12. Lion and Tiger Den Rules:

- A. Pre-cut car shapes may be used and are allowed.**
- B. See main body of rules for more details.**

The decisions of the judges and the Derby Officials will be FINAL.

All decisions will be made in the Spirit of Scouting, fair play, good sportsmanship, and FUN!