

BALD EAGLE DISTRICT PINEWOOD DERBY

OFFICIAL RULES 2026

I. Introduction

- The Cub Scout Pinewood Derby is among the most cherished of all Scout memories. Since it is a youth event, some may wonder why we need detailed rules. There are two central concerns. First, we want all the Cub Scouts to have an equal chance to build a winning car. Second, Scouting is one of the last areas of youth endeavor where it is true that "it matters not whether you win or lose, but how you play the game". If every Cub "Does their best", plays by the rules, and has fun, we could do away with trophies and still offer a worthwhile activity.

II. General Requirements of Car Design

- The car must be built during the Scout year of the race. No "oldies but goodies", please, and no using wheels, axles, etc. from other years. Further, no new construction may be permitted between the racing of the car at the pack event and the district event.
- The car must be built from an "Official Cub Scout Pinewood Derby Kit." No car bodies, wheels, or axles from any other source (Official BSA wheels of different colors are permitted). Cubs may add fenders, weights, small people, or other decorations from other sources, if the car meets dimension requirements and these additions are not loose. Paint must be dry, and no object may be loosely secured to the car.
- The car's weight may not exceed 5 ounces. The weight and electronic scale used by the race committee will govern. The car may be hollowed out and built up to a maximum weight by the addition of wood or metal only, provided that it is built securely in the body. Mercury is prohibited as a weight (health hazard).
- If a car is overweight, the racer must reduce the car's weight to meet the rules. No weights may be added at the inspection table.
- Please do not use reflective tape or reflective paint as it interferes with track sensors.

III. Wheels and Axles

- Cars may contain only wheels and axles from any "Official Cub Scout Pinewood Derby Car Kit", acquired the scout year of the competition (2026). No use of wheels and axles from other sources or from other race years will be permitted. The Scout Service Center does supply colored wheels, which are permitted so long as they adhere to Official Cub Scout dimensions, (listed below).
- No use of any propulsion method or starting device on any description will be permitted. No use of springs, wheel bearings, washers, bushings, hubcaps, adhesive tapes, etc. The car must sit flat on a surface and may roll only on the axles and wheels provided in the kit. No starting devices are allowed. All four wheels MUST touch the ground. No two- or three-wheel contact race cars are allowed.
- Axles may be polished.
- Wheels may be lightly sanded to remove mold marks. Wheels may not be lathed, beveled, tapered, wafered, or thin sanded. The race committee has the absolute right to disqualify any car with wheels that have been heavily sanded or modified to the point that the area of contact of the wheel with the track has been reduced.

IV. Lubrication

- Any and all dry lubricants are permitted but must be applied before the car is impounded. No liquid lubricants are allowed.
- Anyone possessing or found using lubricants after a car is impounded will be disqualified immediately.

V. Dimensions

- Overall width (with wheels and axles) may not exceed (2 $\frac{3}{4}$) two- and three-quarter inches.
- Overall length may not exceed (7") seven inches.
- Overall height may not exceed (3") three inches.
- Overall length and width will be checked at the race with the cars fitting into a dimensional checking box.
- Wheelbase (distance between axles) may not be modified from the kit body distance of four and three eights (4 3/8") inches. Axle locations may not be changed from the location slots on the kit block of wood.
- Car must have sufficient underbody clearance to clear the track, (a track clearance minimum of three eighths of an inch. (3/8").
- The car must have sufficient clearance between the wheels to clear the track guide strip.
- The race car must have a solid front end, with no slope, notch, channel or point that would give it an unfair advantage at the starting line. The fronts of all cars must be sufficiently wide so as to be placed evenly on the starting bolt.

VI. Race Operation Rules

- These rules will control the Bald Eagle District Pinewood competition. Packs are free to conduct Pack competition according to these rules, or otherwise as they wish, however all district racers must conform to these rules. **The first, second, and third place winners from the Lions, Tigers, Wolfs, Bears, Webelos and Arrow of Light from each Pack (a total of 18 Cubs) are eligible to compete in the district competition, provided that each racer is a currently registered Cub Scout.**
- The Pack Committee is responsible for choosing their pack's delegation. If any racer cannot attend the district race, the Pack Committee can choose to register the next in line in their place.
 - (Example: If a third place Webelos scout cannot attend the race, the Pack Committee or Cubmaster may register the 4th Place scout from their pack race to go in their place.)
- Race officials MUST inspect each car for compliance with these rules. As a matter of fairness to other participants, race officials SHALL disqualify any car that contains any material deviation from these rules. Where any car is disqualified, the owner will be advised of the basis for the disqualification and provided an opportunity (and a period of not more than 10 minutes) to make the car conform to the rules. Lubrication may be added before the car enters the impound area, but not after. Anyone found adding lubrication against or after they have been instructed not to, will be disqualified. Ignorance of the rules, like ignorance of the law, is no excuse.
- Once a car has been accepted by the race committee, the car will not be subject to repeated "re-inspections" by the race committee or others. The time for careful inspection is before registering a car, not during racing.
- Any participant and their car may be disqualified by the race committee for un-sportsman-like conduct or conduct unbecoming a member of the Boy Scouts of America. This includes the improper handling of another person's car without permission.
- In the event that a car interferes with another car or jumps the track before the timer, the heat will be run again

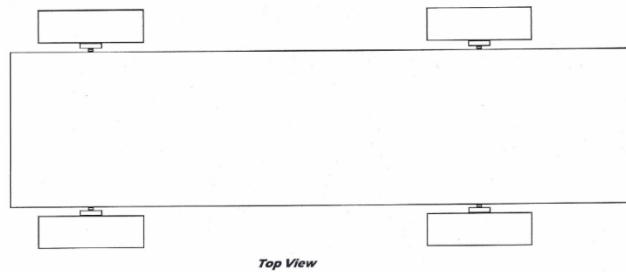
once. If a car interferes with another car or jumps the track a second time before the timer, that car is disqualified.

- If a car suffers a mechanical problem (loses a wheel or axle, etc.) that can be repaired in less than 5 minutes, the owner will be given a period of up to 5 minutes to repair the car and the heat will be run again. No lubricant may be added. Only the racer may work on their car, but adult leaders may be present, so as to honor all BSA regulations. If the car cannot be repaired within 5 minutes, the broken car will be disqualified.
- An electronic timer will determine the winner of each heat in the district competition with 2 human judges. The human judges will call the winner according to the electronic timer, and then reset the timer. The judges' decision is final.
- All races will be double elimination, and all racers must lose twice to become eliminated.

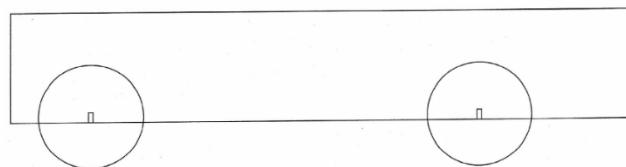
VII. Awards

- Awards will be given as follows: Each Rank: Lion, Tiger, Wolf, Bear, Webelos, and Arrow of Light, will have a First, Second and Third Place prize awarded.
- At this time, no other award categories exist, though the racing committee reserves the right to hand out additional prizes on race day. These prizes will be voted upon by non-biased, third parties to the race, such as district representatives. The determination of such an award category will be announced no later than the beginning of registration on race day.

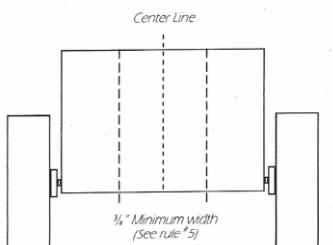
Pinewood Derby Design Template



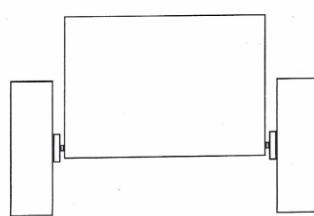
Top View



Side View



*Front View
(Optional)*



*Rear View
(Optional)*