

Bledsoe Creek District

Pinewood Derby Rules for 2026

Within Scouting America, the process is more important than the end result. Therefore, the District has adopted the following rules for the District Pinewood Derby. Cub Scout Packs are free to make rules for their own Pinewood Derbies, but cars that do not meet these rules will not be allowed to compete in the District Pinewood Derby.

1. Each Scout may enter one car, and the Scout must be present to compete. The car must have been built by that scout with their parent or adult partner this year. Cars built by other people, or in previous years, may not compete.
2. Cars must meet the following technical specifications:
 - Car weight shall not exceed 5 ounces, as determined by the official race scale.
 - The overall length of the car shall not exceed 7 inches.
 - The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches.
 - The car must have 1 $\frac{3}{4}$ " clearance between the wheels.
 - The car must have $\frac{3}{8}$ " clearance underneath the body so it does not rub on the track.
3. The car must be constructed from the wooden block provided in the BSA Pinewood Derby Official Car Kit, along with the wheels and axels provided in the kit. Additional wheels, can be purchased separately. Cars made from any other kits may not compete.
4. Springs, Wheel bearings, washers, and bushings are prohibited. The car must be free-wheeling, with no starting devices.
5. No lubricating oil may be used. Axles may be lubricated with powdered graphite or silicone.
6. The car body may be shaped in any way desired, and accessories and decorations may be added, as long as they are not loose or interfere with the track or other cars. If a weight, accessory, or decoration comes off a car after check-in, it may not be reattached. If a weight, accessory, or decoration interferes with another car during a race, the race must be run again.
7. If a car loses a wheel or is otherwise damaged so that it no longer complies with these rules, the Scout may be allowed five minutes to make a repair. The car must then be reinspected by the official inspection committee.
8. Each car must pass inspection by the official inspection committee before being allowed to race. The inspection committee has the responsibility to disqualify cars that do not meet these rules. Once a car has passed inspection, only race committee members may handle it.
9. If a car jumps the track and interferes with another car, the race must be run again. If that car jumps the track and interferes with another car for a second time, it will be disqualified. However, if a car jumps the track without interfering with another car, the race results will stand without the race being run again.
10. For any situation not specifically covered by these rules, the race committee will make a decision, and that decision shall be final.

Pinewood Derby Code of Conduct

Before any car can be inspected, the Scout, and their parent or adult partner must abide by this Pinewood Derby Code of Conduct.

Scout Code of Conduct

- I will Do My Best
- I will cheer on my fellow Scouts
- I will have fun
- I will be a good sport, win or lose
- I will be proud of my Pinewood Derby Car

Parent/Adult Partner Code of Conduct

- I understand the Pinewood Derby is about and for the Scouts
- I will encourage my Scout to Do Their Best
- I will have a positive attitude
- I will encourage good sportsmanship by being a positive role model
- I will encourage everyone to have fun, win or lose.

Good Sportsmanship and Behavior is Expected. Race officials have the authority to ask anyone not following this rule to leave. This includes Scouts, Parents, Guardians, Siblings, and other spectators at the race.