

Chisholm Trail

2026 PINEWOOD DERBY

EVENT RULES AND PROCEDURES

RACE DAY: **February 28**

LOCATION: Resurrection Lutheran Church, 1919 Independence Pkwy, Plano, TX 75075

REGISTRATION: Online by February 25 at 11:00pm NO LATE REGISTRATIONS ALLOWED:

<https://www.scoutingevent.com/571-2026CTPinewood>

CHECK-IN/INSPECTION: **Friday February 27 6:00pm-9:00pm**

RACES: **10:00am-12:00pm**

*The purpose of this document is to provide a reasonable and level playing field for all contestants.
Please read and heed the information and the rules! Good luck and have fun!!*

I. Rules

Construction: Cars shall be constructed using Official Grand Prix Pinewood Derby parts. The Official Grand Prix wheels (including the BSA colored wheel kits) shall be mounted on the Grand Prix axle nails. The axle nails shall be firmly affixed to the wood block. The entire car must sit behind the starting line (pin) on the track. Details such as Steering Wheel, Driver, Decals, Painting, and Interior Details are permitted and must be firmly attached. Paint and/or glue must be dry before a car can race. Cars generating loose debris on the track may be subject to disqualification.

Suspension: The car may not ride on any type of springs or suspension.

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

Length: Car cannot be more than 7 inches long.

Width: Car cannot be more than 2 3/4 inches wide.

Height: Car cannot be more than 4 1/2 inches tall.

Weight: Finished car cannot weigh more than 5 ounces. The weight shown on the official scales during the pre-race inspection is final. To increase the car's weight, add wood, plastic or metal only. Weights shall be passive (non-moveable, non-magnetic, non-electric, non-sticky, etc.). For safety reasons use of mercury is prohibited. Bottom mounted weights must be recessed in the car as not to come in contact with the stop zone of the track and must meet ground clearance requirements (3/8 inch) and be free of sharp edges.

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. If desired, you may change the wheelbase (distance between front and rear axles).

Wheels and Axles: Wheels may be lightly sanded to remove the molding seam on the tread and the hub may be trued, axles may be de-burred and polished, **no other changes are allowed**. You may not use hubcaps, washers, inserts, sleeves, bearings or coatings.

Lubrication: Dry powdered graphite recommended. Lubricant must not leave any residue on the track. No graphite may be applied inside the building, or after car inspection.

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Race Markings: Allowances should be made for a 1 1/2 inch by 1/2 inch name label applied to the bottom and a 3/4 inch round number label applied to the top of the car on race day for identification.

II. Race Procedures

Eligibility: The top 3 Scouts from each rank (3 Lions, 3 Tigers, 3 Wolves, 3 Bears, 3 Webelos, 3 AOLs) in their Pack race are eligible. Only one car may be registered by any person in the Pinewood Derby. **The car entered MUST be the car used in the Pack race.**

Classes: Races include Tiger, Wolf, Bear, Webelos, and Arrow of Light competing with others in their rank.

Check-In: A Scout must be present for registration of their car. Early registration arrangements can be made for entrants that are not available during the check-in and inspection. Due to the computer entry and timing processes, **acceptance of late check-ins will not be allowed.** If you cannot attend the Friday night check-in contact Robynn Connors as soon as you know you will not make it to have an alternate time selected. This will need to be prior to the February 27 check-in time. NO WALK-INS WILL BE ALLOWED.

Inspection: Cars should come in 'Race Ready' condition, completely assembled and all adhesives and paint must be dry. Each car must pass a technical inspection by the Race Officials before it may compete. If a car does not pass inspection, the owner will be informed of the reason their car did not pass and the entrant may make modification to come into compliance with the rules. Submission for re-inspection must be made before the registration and inspection period has ended. The race-day 'Inspection and Registration' area will have the official scale and inspection gages. Official weight will be determined at check-in only as it can be affected by the weather. Entrants should be prepared to make adjustments to their cars, if necessary. After a car is registered and passes inspection, it will be impounded by the Race Officials until the Derby race is completed. No car may be altered after it has been placed into impound.

Non-Speed Competitions: The Craftsman Competitions will be run in conjunction with the speed competition. Scouts participating in the speed competition will be automatically entered into these competitions. Voting for the Craftsman Awards will be by the Awards Committee. Voting will take place during the racing. Selection of the Craftsman Awards recipients will be made at the sole discretion of the Awards Committee.

The Race Area: The race area includes the track, registration, inspection, impound and scoring tables. Only Race Officials may enter the race area. This rule will be strictly enforced.

Race Management: Race Officials will be responsible for the proper conduct of the races and management of the scoring software. Cars will be staged on the tracks by the Race Officials. To equalize differences among track lanes, each car will be run in each lane on the track. If time permits, each car will be run two times in each lane.

Scoring: Race standings for each class will be based on the elapsed time for each car (lowest to highest). The elapsed time is the sum of the race times (the time to travel from the starting gate to the electronic finish line) minus the slowest race time (the worst time is dropped).

Non-Finishers: If a car fails to cross the finish line on the track and has not been interfered with, that car will be judged as running 9.999 seconds for that heat.

If a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If the car leaves its lane and interferes with another car, the race will be re-run. If the same car again leaves its lane and interferes with another car, that car will be judged to have finished with a time of 9.999 seconds, and the race will be re-run without that car.

If a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point and will be assigned a time of 9.999 seconds.

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Note: *If a car leaves its lane/track, the Race Officials at their sole discretion may inspect the track and, if a track fault is found which probably caused the initial violation, the Race Officials may order the race heat to be rerun after the track is repaired.*

Car Repair: If a car becomes damaged, the owner may, to the best of their ability, perform repairs with the assistance of their adult partner or Pit Crewmember. Repairs must be completed within 5 minutes. If a car is damaged due to track fault, or damage caused by another car or person, the Race Officials, at their sole discretion, may allow additional repair assistance. The car must be re-inspected before being allowed to compete again.

Finish Line and Scoring Irregularities: Race results will be determined by an electronic finish line. In the event of an electronic timing system failure, the race will be rerun once the timing equipment has been fixed. If the timing equipment cannot be fixed, the race will be rerun under a double elimination format. The following rules will be used for the elimination race:

- 1) The electronic finish line will be turned off and two (2) volunteer finish line judges will call the winners.
- 2) Each heat will consist of up to four cars. Three and four car heats will have two cars judged as winners. Two car heats will have only one winner.
- 3) Winners will advance and losing cars will compete in the second chance heats.
- 4) In the event of a tie, a third judge will be added and the tied cars will re-race. Two of three voting will determine the winner of the re-race; this vote is final. Cars will be placed in the same lanes for the re-race.

Rules Interpretation: At check in, entrants must promptly take all questions of rules interpretations and procedures to the Race Officials. Decisions of the Race Officials on questions of rules interpretations and procedure may be appealed to the Derby Committee. Interpretation of the rules is at the sole discretion of the Derby Committee, and decisions are final. **Decisions of Race Officials on questions of fact (i.e. the result of a specific race) may not be appealed.**

Note: *Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and the race venue. The Derby Committee must rule on any issue regarding disqualification from the race.*

III. Awards

Awards and Recognition: Awards will be given in Speed and Craftsman categories. Speed Trophy recipients are eligible for Craftsman awards.

Speed Awards

Lion – First, Second, Third

Tiger – First, Second, Third

Wolf – First, Second, Third

Bear – First, Second, Third

Webelos – First, Second, Third

Arrow of Light – First, Second, Third

District Championship Race – First, Second, Third

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Craftsman Awards

These awards will be selected by the Derby Awards Committee across all ranks. The committee will judge based on characteristics such as Most Creative, Funniest, and Best Workmanship.

IV. Credits and Revisions

Derby Committee

John Petrykanyn
Jim Campbell
Robynn Connors