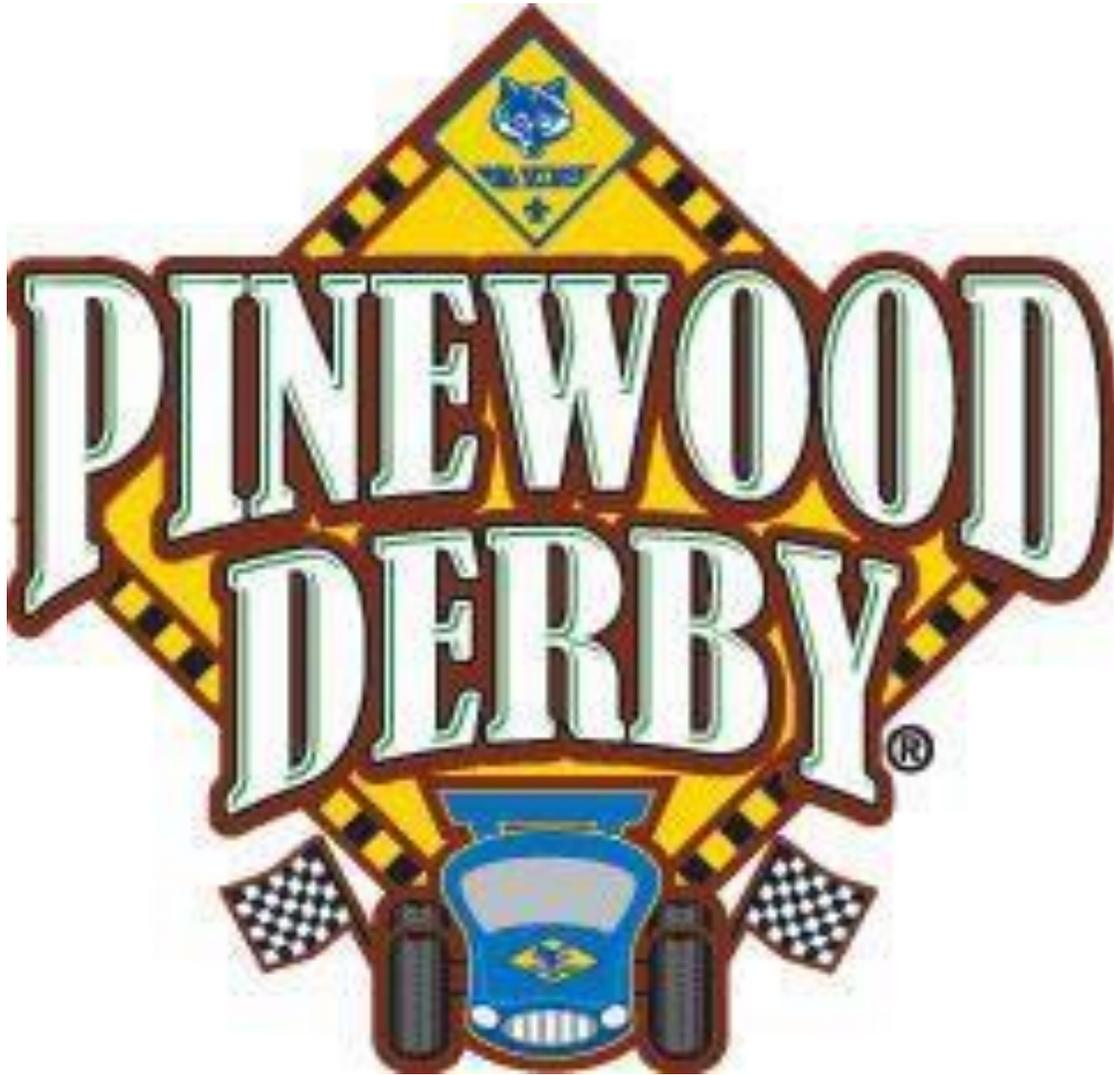


Historic Triangle District



2026 Rules and Procedures

Competition Category Rules and Procedures

I. General

A. History

The first Cub Scout pinewood derby was held on Friday, May 15, 1953 by Pack 280 in Manhattan Beach, California. Don Murphy, the Pack's Cubmaster, came up with the idea of racing small, gravity-powered wooden cars built by Cubs, and he organized the first competition. The races quickly gained popularity, and today Pinewood Derbies are considered a Cub Scout tradition. What follows are the rules that will be followed to help assure that the Historic Triangle District Pinewood Derby is fun, fair, and exciting.

B. Purpose

The purpose of the Historic Triangle District Pinewood Derby is to give Cub Scouts the opportunity to:

1. Practice basic woodworking and craft skills (hands on).
2. Explore their creative side in coming up with an innovative design.
3. Gain a sense of accomplishment in completing a project.
4. Demonstrate fair play and good sportsmanship.
5. HAVE FUN!

C. Official Rules

The rules listed herein are the official rules of the Historic Triangle District Pinewood Derby and will be used to assure fair competition. No changes may be made to these rules without the express permission of the Historic Triangle District Pinewood Derby Rules Committee. Packs are strongly encouraged to use the same rules for their own race to ensure their Pack winners are eligible to compete in the District Derby.

D. Competition Categories

Historic Triangle District Pinewood Derby competitions are held in three (3) categories:

1. **Speed** - Entrants compete on the basis of how quickly their cars travel down the official District Derby race track. First, second, and third place winners are determined by the first, second, and third fastest average racing times over one (1) racing round. Each Scout will race once in each of three lanes for a total of 3 races.
2. **Craftsmanship** - Entrants compete on the basis of the overall neatness, detail, and coloring of the car, and the degree to which it is obvious that the Cub Scout did the majority of the work in making the car. A judging committee identifies the first, second, and third place winners in this category.
3. **Originality** - Entrants compete on the basis of originality and uniqueness of the design concept, the execution and presentation of the concept, and the degree to which it is obvious that the Cub Scout did the majority of the work

in making the car. A judging committee identifies the first, second, and third place winners in this category.

Cars competing in the Craftsmanship and Originality categories are not eligible to race in the Speed category.

E. Number of Entries per Competition Category

Each Pack may enter up to three (3) Scouts in each of the three (3) categories, for a total of nine (9) Scouts per Pack. These are typically the top three winners in Pack Pinewood Derby competitions, but Packs may use alternates as necessary provided the alternates also meet all requirements. Only one (1) car entry per Scout is allowed. Thus, each entrant Scout may enter one and only one category, and that car competes in one and only one of the competition categories. Packs must register their racers and pay for their racers at the Council office or black pug prior to the race.

F. Participant Eligibility

All competition category participants must be:

1. Registered Scouts on the day of the race.
2. Members of Packs assigned to the Historic Triangle District of the Colonial Virginia Council.
3. Certified by their Pack leadership as having competed in their Pack's Pinewood Derby competition.

Note that "competing" is defined by each Pack. From a District rules perspective, it is permissible for an oversized car to "compete" in only the Originality and/or Craftsmanship category and not go down the track if the individual Pack chooses to permit this. Such a car would be eligible for competing in the District Originality or Craftsmanship categories.

G. Vehicle Eligibility

Cars racing in the Historic Triangle District Pinewood Derby must meet the following requirements:

1. **Date of Construction** - Car entries must be built on or after September 1, 2025.
2. **Participation in Pack Pinewood Derby Competitions** - Car entries must have competed in Pack Pinewood Derby competitions.
3. **Car Construction** - Cars must be constructed from the official "Grand Prix Pinewood Derby Kit" as sold by the local Scouting America (BSA) Scout shop or web store. Cars may use any decorative items but must use official kit wheels and axles to ensure fairness among racers.
4. **Specifications**. Cars must meet all specifications in the Car Design Standards Section of the Competition Category (section III).

H. Attendance

The Cub Scout must check in on the day of the race; the Cub Scout does not be present at "Inspection and Registration" to enter their car into the "Speed" competition. If extenuating circumstance (i.e. sickness or quarantine) prevent a scout from attending, contact the race point of contact for final determination. If a Cub Scout is unable to attend, the Scout must designate another Scout to execute his/her duties at the race.

II. Impoundment, Registration and Inspection

All cars are impounded by a Pack representative following the completion of the Pack Pinewood Derby and kept secure and unaltered until the District race day. All cars must be registered for District Pinewood Derby competition and pass official inspection on race day. The Derby Flag Ceremony and the racing for the Speed competition may not begin until registration and inspection are complete.

1. **Impoundment.** Each participating Pack will impound entrant cars that will continue to District level competition immediately following the conclusion of the Pack Pinewood Derby. Scouts competing in speed category will have the opportunity to lubricate their wheels at the event prior to final registration.
 - a. **No alteration following Pack Pinewood Derby.** Cars may not be altered following the completion of the Pack Pinewood Derby except to make modifications to pass inspection (e.g. remove weight if discrepancies between the Pack and District scales cause the car to be over the weight limit according to the official District Derby scale).
 - b. **Responsibility for Impoundment.** Packs will select one (1) adult leader who will be responsible for impounding the cars and assuring their security. This adult will also bring the cars to the District Pinewood Derby on the day of the District Pinewood Derby, unless prearranged early impoundment was coordinated.
 - c. **Cars Not Impounded Will be Disqualified from Competition.** Cars must be brought to the race by the assigned Pack leader/ volunteer representative. Cars not impounded by the Pack will be declared ineligible to compete. i.e. scout will not bring their own car.
2. **Time of Registration, Check-In, and Inspection**

Registration and Inspection will be the day of the event. Scout check in will be from 8:45am – 10am on the day of Saturday. Scouts not checked in by 10am will not be allowed to race.
3. **Registration.** All cars competing in any category will be registered, recorded as participating, assigned a car number, and transferred to the District impound where they are considered checked in for the competition.
4. **Inspection.** All cars competing in the Speed category will be inspected to see if they meet the design standards listed in Car Design Standards. Assigned Race Officials will conduct the inspection. Cars will be weighed, measured, and subjected to visual review. Race officials reserve the right to fully inspect the axles of winning vehicles immediately following the race to ensure the axles are not bought or modified by machining. One or more wheels may be removed for this inspection.
 - a. **Passing Inspection.** Cars that pass inspection will be allowed to complete the registration process and compete in the speed category.
 - b. **Failing to Pass Inspection.** Cars that do not pass inspection are disqualified and cannot compete for official placement in the District Pinewood Derby Speed category race. Entrants will be notified of the reason why the car did not pass. Modification for the

sole objective of becoming compliant to pass inspection will be allowed prior to the race starting. Cars which cannot be modified on-site to become compliant by the cutoff may not race. Cutoff is 20 min prior to the race.

c. Inspection Decisions/Car Design Rules Interpretations. The interpretation of the rules described in Car Design Standards, as it concerns the eligibility of car entries, is at the sole discretion of the Inspection Committee staff present during the Check-In and Inspection process.

5. **Failing to Pass the Axle Inspection.** Winning vehicles subject to post-race axle inspection will not be announced; the car will just be eliminated from the official results, and the Pack's point of contact will be notified.
6. **Race-Day Rules Interpretation.** On Race-Day, volunteers must ask all questions of rules interpretations and procedures to the Pinewood Derby Rules Committee or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the Pinewood Derby Rules Committee. All decisions of the Rules Committee are final.
7. **Participant and Spectator Conduct.** All participants are expected to follow accepted standards of conduct and sportsmanship ("A Scout is... courteous..."). Failure to follow accepted standards of conduct and sportsmanship, as determined by Race Officials, may result in participant disqualification from competition.

III. Car Design Standards

A. Car Construction and Materials (All Categories)

The following rules apply to the construction of the Pinewood Derby Car.

1. With the primary intent of Scout development and enjoyment, it is highly encouraged that Scouts come up with the entire design concept and conduct as much of the car construction as is safely allowable with appropriate guidance and supervision. How the car is built is more important than competition results.
2. Cars must be constructed from the official "Grand Prix Pinewood Derby Kit" as sold by the local Scouting America shop or official online Scout shop (Item 17006) and must use official kit wheels and axles.
3. Cars may be shaped in any fashion including adding wood or other material as long as they adhere to the weight and dimension requirements listed in these rules. Cars in the Craftsmanship and Originality competitions are exempt from the weight and dimension requirements.
4. Cars may include any decorative elements (e.g., paint, windshield, toy drivers) as long as those elements do not conflict with other car design requirements listed in this document.
5. Cars may use low-voltage electrical power for decorative elements such as small LED lights but must be installed in a safe manner and not contribute to propulsion in any way.
6. Cars with pre-fabricated bodies (purchased car designs or kits), alternate axles, alternate wheels, or any other items/material deemed by Race Officials to be unsuitable for the competitions are prohibited.

B. Car Weight (Speed Category Only)

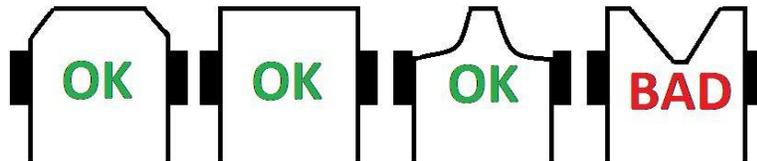
Race Officials will use a standard scale to weigh all car entries and determine if the entries meet the standards listed below.

1. The weight of the vehicle will not exceed five (5.000) ounces.
2. Weight attachments (e.g., metal plate attachments, nails, screws, coins) may be added to the car to add up to five ounces. All attachments will be considered part of the car for purposes of all measurements. Any weight attachment must be securely fastened to the car and be non-moveable, non-electric, or otherwise inappropriate for competition. If added to the bottom of the vehicle, the attachment must allow sufficient bottom clearance with the track.

C. Length, Height, Width, and Bottom Clearance (Speed Category Only)

Race Officials will use standard gauges to measure vehicles and determine if they meet the standards listed below:

1. **Length.** The length of the vehicle will not exceed seven (7) inches, the length of the original wood block.
2. **Width.** The width of the vehicle will not exceed $2\frac{3}{4}$ inches. The intent is to ensure that the car does not interfere with an adjacent car so this measurement assumes an approximately symmetric vehicle.
3. **Height.** The height of the vehicle will not exceed three (3) inches. The intent is so the car will clear the finish line hardware of most tracks.
4. **Wheel Spacing.** The minimum clearance between the inside edges of the wheels is $1\frac{3}{4}$ inches. This will prevent the car's wheels from rubbing on the side of the track's center guide. Do not change the block width near the axle grooves.
5. **Bottom Clearance.** The clearance between the lowest point of the car and track should be no less than $\frac{3}{8}$ inches in order to prevent the car from bottoming out on the track. It is recommended that nothing thicker than a single layer of pennies be attached to the bottom of the car.
6. **Centering.** The forward most point of the car must be along its centerline. Pinewood Derby tracks hold cars at the starting line using a pin which is aligned with the center of the lane. The car must be able to hold in the starting position with its forward most point on this pin.



D. Wheels and Axles (Speed Category Only)

Race Officials will visually inspect all car entries and determine if the entries meet the standards listed below:

1. The car must roll on wheels (tires) provided in the Grand Prix Pinewood Derby kit; or approved pinewood derby colored wheels that do not deviate from stock requirements. The car must rest on at least three wheels.
2. Wheels may be lightly sanded only to remove bumps, burrs and ridges. They may not be shaved or reduced in diameter or width. Wheels may not be beveled, tapered, or in any other fashion modified from the original size and shape. Wheels may not be painted. Wheel covers, bearings, washers and bushings are strictly prohibited.

ACCEPTABLE



NOT ACCEPTABLE



3. Wheels shall turn about the original axle nails provided in the Grand Prix Pinewood Derby kit and must be placed in the original axle grooves in the wooden block supplied in the kit.
4. Because it is difficult to distinguish between poor axle installation and deliberately adding camber, the axles may be inserted into the grooves at an angle but the axles themselves may not be bent in any way.
5. Axles may be polished using files, sandpaper, etc. or a Pinewood Derby high performance kit to remove burrs, scratches and ridges. The axles may not be machined or reduced in diameter anywhere along the axle shaft. The head of the nail's shape may not be altered.

Acceptable friction improvement via manual polishing of original axles:



Illegal axle examples (not all encompassing):



6. Only BSA item 17553 may be used to replace lost wheels or axles. No colored or "performance" wheels or axles are permitted.

7. Cars should be constructed so that it is clear based on visual inspection that grooves, nail axles, and wheels meet the requirements outlined in these rules.
8. BSA axle guards are allowed. However, officials reserve the right to ask that guards be removed to determine if the cars is within regulation.

NOTE: The Inspection Committee reserves the right to pull one or more wheels from each of the top 3 cars to ensure compliance with wheel and axle regulations. It is recommended that axles are not glued or epoxied into position as this may prevent a complete inspection without damaging the car.

E. Gravity Locomotion (Speed Category Only)

The following rules apply to car movement during a race.

1. The car must rely on gravity to travel down the race track.
2. Any mechanism that propels the vehicle by any means other than gravity is prohibited.
3. The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. Magnets, adhesives, springs, protrusions, or any other method that causes the car to connect to the starting pin to gain starting power is prohibited.

F. Lubricants (Speed Category Only)

1. Cars may use dry lubricants to reduce wheel/axle friction. Both graphite and powdered Teflon "white lube" are acceptable lubricants.
2. Lubricants are not allowed to spill on or otherwise foul the track.
3. A "pit stop" station will be provided at the race, where Cub Scouts with adult supervision will be allowed to apply lubricant prior to final inspection with help from a pit crew member.

IV. Speed Category Race Procedure

A. Race Officials

1. Race officials will be designated and are responsible for the proper conduct of the races.
2. Decisions made by the Pinewood Derby Rules committee are final.
3. Only race officials may enter and leave the track area.

B. Race Day Lubrication

As mentioned in Car Design Standards, a "pit stop" table will be set up to allow scouts to lubricate their cars. The lubrication must be applied *prior to* check-in and inspection. No car lubrication is allowed after inspection.

C. Car Handling Responsibility

Cub Scouts are responsible for taking their own cars to the "pit stop" station to be lubricated before inspection. After inspection, the cars are transferred to the impound area and must remain there except when racing or on deck. Cub Scouts are to deliver their cars to the race starter at the racetrack and retrieve them from the stop area after each heat. Cars should be returned to the impoundment area at all other times, until the race ends.

D. Number of Heats and Lane Assignment

Cars will race in one (1) round of three races for a total of 3 runs, one in each of the three lanes. Heats and lanes will be assigned by the race software to ensure each car has one run in each of the three lanes in an effort to eliminate any unforeseen lane advantages.

E. Track and Car Problems

1. **Car leaves lane or track.** If a car leaves its lane or the track during a race before crossing the finish line, the heat will be restaged and rerun.
2. **Repeat car failure.** If a car has multiple problems, the car may be disqualified.
3. **Car repair (with or without fault).** If during the race a wheel falls off or the car loses another part, the Cub Scout may perform the necessary repairs with assistance from a pit crew member. A determination of whether the heat should be rerun will be made by race officials.
4. **Track fault.** If it is not apparent that a car leaves the track due to the fault of the car; the Track Master will inspect the track and fix any identified problems or clean off the track.

F. Call to Race

Competitors will be called by name to the staging area for racing. Scouts will be racing or “on deck” waiting to race. Cubs must watch the scoreboard and listen to the Track announcer to identify their time to race. Scouts who do not present their car to the starting line in a timely fashion may forfeit the heat.

G. Race Champions

For speed competitions, the overall champion will be the car with the fastest average recorded time on the track. Second and third place winners are determined by the next fastest and third fastest average times, respectively.

V. Craftsmanship and Originality Category Judging Procedures

A. Judging Committee

1. The District Pinewood Derby Rules Committee will identify judges to impartially and independently review Craftsmanship and Originality entries, based on the criteria identified in the Competition Categories section.

B. Judging Procedure

1. After registration closes for Craftsmanship and Originality the judges will visually review all cars competing in the Craftsmanship and Originality categories.
2. Judges will independently identify their first, second, and third selections for each of the two competition categories, with a vehicle receiving three points for a first-place vote, two points for a second-place vote, and one point for a third-place vote.

3. In each category, points from all judges will be summed, with the highest totals being designated first, second, and third place. Judges will confer and agree upon any tie breakers leading to the final decision of first, second, and third-place winners for Craftsmanship and for Originality.
4. Judges will notify the Rules Committee of the decisions.
5. Winners for Craftsmanship and Originality will be announced IAW the event schedule.

VI. Recognition and Awards

Racers will be recognized as follows:

- A. Trophies will be awarded for the top three winners in each competition category.

P.O.C. for 2026 District Pinewood Derby

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