



Pinewood Derby

Rules and Specifications



The Pinewood Derby's intent is to strengthen the relationship between the Cub and Parent by introduction of a construction project requiring planning, design, and building techniques. The success of the project is measured in the construction of the car itself by both Cub and Parent, not in the resulting races. The race will determine the fastest car in the fairest setting, but will not necessarily reflect the most successful project. As the construction of the car strengthens a Cub's relationship with his Parent(s), the race strengthens the Cub's character by learning to accept both winning and losing gracefully. The Pinewood Derby race should be an enjoyable – and FUN – family experience for all those participating.

Design, Size and Weight:

- Design:
 1. Cars can be of any shape and design youth can dream up. However the official Cub Scout wood block, wheels, and axles must be used.
 2. Wheel and axle location on the cars cannot be changed. Slots in the official wood block have to be used and all four wheels must touch the track.
 3. Weights and accessories can be added to cars, as long as they are securely fastened, and meet all other specifications.
 4. Cars should be sanded and painted by the Scout. Parents may and are encouraged to help cut out the design and put on the wheels, weights and accessories, however the Scouts should design and craft their own car. **PLEASE remember that this is an activity for parents to help their youth to accomplish their ideas, not for parents to “give them the winning car”. Most districts have an “outlaw” or “open” class for those who wish to be extremely competitive.**
- Size:
 1. Your car and accessories must fit into the GO-NO-GO box that is 7” long, 3” tall, and 2.75” wide. These are maximum sizes for your car.
 2. Track lane strips are ¼ tall and 1 3/8 wide. Your car should have a clearance of 3/8 on the underside to ensure it clears the lane strip.
- Weight:
 1. The maximum weight of the car is 5 oz. On race day there will have a scale accurate to 0.1oz to weigh each car. The weight given on these scales will be considered official.
 2. Please have your car as close as possible to the correct weight. Weights will not be provided for adding weight on the day of the race, and there will be limited time to subtract weight if your car is overweight.

Other General Rules

- Cars from previous year's races may not be used. Youth must build a new car for this year's race.
- Starting devices are prohibited. Cars must be freewheeling. The entire car including accessories must start the race behind the starting line.
- Wheel bearings, bushings, washers, and springs are prohibited. (Wheel hubs must rub against wood or painted wood.) Axles may be lubricated with dry powdered lubricant only prior to the race.
- NO cutting of wheels will be allowed, only light sanding is permitted.
- If a car jumps off the lane strip, that race will be run again (after all injuries are tended to). If a car jumps the track 3 times in a row it will be disqualified from that race.



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