

Three Rivers District Pinewood Derby 2026

The following rules are broken into two categories: Car Rules and General Race Rules. Please be aware that portions of the General rules may change but will not affect the build of your car.

Car Rules

1. You MUST use parts in box or official BSA parts. No special/custom aftermarket wheels, axles, or wood block allowed.
2. After -market DECORATIVE parts (windshields, body parts, spoilers, etc.) are allowed as long as they don't violate any other rules.
3. Finished car cannot be any longer than 7 inches . Cars may be shorter, but can not violate rule #4
4. Car must have a minimum 1 3/4 inches clearance distance between the wheels (along the length of the car)
5. Car, AT THE AXLES, must remain 2 3/4 inches wide (This rule is in effect to allow car to stay in its lane and not bind or misalign on the center guide rail as it travels down the track)
6. Car cannot weigh more than 5 ounces but may weigh less. Car can be shaped or hollowed to accommodate additional weight.
7. Official Race Scale used at check in shall be considered FINAL (arguments about the super accurate digital scale at work will not be tolerated).
 8. Maximum height of car cannot exceed 5 inches (This allows car to remain stable)
 9. Minimum under body clearance is 3/8 inch (distance between bottom of vehicle and bottom of wheel). This is to allow clearance and prevent the vehicle from resting or dragging on the center guide rail, preventing car from traveling down track.
 10. The center of the car front must have a straight section at least 3/8" wide for proper starting. No part of the car may protrude past the starting pin for proper starting and accurate timer sensing (i.e. "notched" front end).
11. Wheel and/or axle bearings, washers or bushings of any type, style, shape or manner are prohibited.
12. Hubcaps of any type, style, shape or manner are prohibited. (The decorative stickers are okay)
 13. Springs and/or suspension of any type, style, shape or manner are prohibited.
14. Starting devices or propulsion of any type, style, shape or manner are strictly prohibited. Car must be freewheeling. The only propulsion allowed is gravity.
 15. Original axles must be used, but can be shaped and/or polished.
 16. Original and official BSA wheels must be used. They can be sanded and smoothed to remove; castings, burrs, imperfections etc., but must remain flat, full width and NOT altered in any other way. Drilling, lath turning, hollowing or any other type, style or manner of "machining" or "customizing" the wheels to reduce weight and/or surface contact with the track is prohibited.

17. Final placement of axles must be in the pre-cut slots. Axels must be generally parallel to the race surface, canting/ cambering of axels to reduce the wheel contact with the track is not allowed. All 4 wheels must rest flat on the race surface. This follows District/Council/National rules and allows the car to be run in District/Council sanctioned races.

18. No loose material of any type, style or manner allowed. Any part that comes loose or falls off during any part of the race will be removed and not allowed to be reattached.

Exception: If a wheel falls off, driver will have 5 minutes to repair, after a second reattachment attempt, car will be removed from race.

19. All cars must be original and built this calendar year specifically for this year's races. No previously built cars will be accepted. (The year will be written on the bottom of the car at check in)

20. All cars must pass inspection the day before the race if you live in Bell County. Anyone outside of Bell County may come the day of the event by 9:45 am to have car inspected. Any car not entered at pre-race inspection will not be allowed to race. Once car has been inspected and entered, only race committee members will be allowed to touch it (exception will be wheel repairs, see rule #18 above). **Once the car is checked in, no further modifications or lubricant can be added to the car.**

21. Prior to final inspection and entry, driver will be allowed to lubricate the wheels. The only authorized lubricants are: dry powdered graphite or dry powdered "white lube" Teflon. Oils, grease or silicone sprays of any type, style, or manner are strictly prohibited. This rule is in effect to prevent any substance from staining, damaging or "gumming up" the track and will be strictly adhered to.

22. Scouts' name must be clearly marked on the undercarriage of the car. At final inspection, a car number will be assigned and clearly marked on the undercarriage of the car by the Pitmaster (Dane Wurman).

23. This is a SCOUT race of a car SUBSTANTIALLY built by the SCOUT. Help by an adult partner is expected and encouraged but should be limited to rough shaping of the car, the handling and use of power tools and help in assembly and tuning. Any car deemed to have been substantially built by a third party or adult will be disqualified from competition.

These rules are intended to provide fair and enjoyable race experience for all the scouts. This is not intended to be an engineering showcase. This is about having fun and Good Sportsmanship. Any conflicts outside the realm of these rules will be decided by the Race Committee Chair. All decisions by the Chair are final and not subject to appeal.

The "Outlaw" races follow none of the rules listed above.

The Outlaw class is for the Adults and older scouts. This class' s only rules are:

1. No open flames.
2. No human physical contact with the cars while they are on the track.
3. No Weight Limits
4. Cars must be able to travel down the track freely. This means having proper clearance

between the car and track and no exceeding lane width. Those values are in the rules above.

5. No method of propulsion or parts of the vehicle may damage the track.

General Race rules

1. **Once the car is checked in, no further modifications or lubricant can be added to the car.**
2. Each car races once in each lane (4 lanes) and timed by computer to determine winner. Results are the total time of all four runs. The fastest three cars in each rank will advance to finals for additional heats.
 2. Scouts must be present to race their car. Siblings cannot race for absent scouts.
 3. Only race personnel are allowed in pit area. Only those scouts actually racing will be allowed to handle their cars during the race portion. The scouts (not parents) once called will place their car on the track and head to finish line to retrieve car for next heat.
4. If a car comes off the track while racing but does not interfere with the other cars that car will be raced again alone. If a car interferes with another car's race, the entire heat will be raced again. If a wheel comes off a car while racing, the car may be repaired by the driver and will be run again.
5. Please show your sportsmanship and discuss good sportsmanship with your cub scouts and other children. End-zone celebrations should be to encourage others, not "in your face" celebrations. Someone will be last in every heat and this is a good opportunity to show sportsmanship.
6. The Race Committee Chair has final say in all matters at check in and on the day of the race.
7. All awards will be presented at the conclusion of racing. Results will not be released until the conclusion of racing. All scouts will receive a patch.
8. Cars will not be released early. Having parents or scouts coming up to retrieve cars early is an unallowable distraction. In the event you must leave early please let the Pitmaster (Dane Wurman) pick up your car at the end of the day. Parents and scouts are encouraged to stay for the entire event. The most important experience for scouts to gain from Pinewood derby is sportsmanship. Sure, they will gain experiences in basic woodworking and painting and have lots of fun, but it is not very sportsman-like to have a District champion crowned attended by four scouts and their parents. The scouts racing in the first heat have a room full of spectators cheering, and it should be the same for the last heat.
 9. Pinewood derby is an all-day scouting event.
10. Please always keep siblings and children in sight. All children, whether scouts or not, should be instructed to not walk over track. There will be a tape/flag line outlining a safe walking area.
11. Since we will be indoors, Class A uniforms at the Opening Ceremony and awards can be Class B Uniform.
12. Please direct any questions concerning the Pinewood Derby to the District Pinewood

Derby Chair, Dane Wurman, 254-319-5143 or Wurman.scouting@yahoo.com or the District
Program Chair, Diana Gomes, 910-366-8766 or scoutingwithgomes@gmail.com

****Please encourage your scouts to make a wedge -shaped car if this is their first experience with woodworking or with pinewood derby. Everyone agrees the hot dog car and ship car look cool, but they require advanced skill. Scouts should start on their cars early enough to be completed prior to weigh in.**

Encourage your scout to not play with car prior to the race, because pine is not the strongest wood. **