

2026 SRAC Pinewood Derby Guide

(Version: 1/21/2026)

The rules in this leadership guide are the **ONLY** guidelines used for the Suwannee River Area Council Pinewood Derby.

To all Pack Cubmasters, Committee Chairs, and Derby Coordinators:

We strongly recommend that all Cub Scout Adult Leaders, car owners, and their parents receive a copy and read all the rules and procedures!

Please review this guide with all scouts sent to the race.

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DATE & LOCATION

Derby Date: Saturday, May 9, 2025

Location: Governor's Square Mall (Dillard's Wing)



REGISTRATION

Scan QR or Use link below

<https://scoutingevent.com/664-PWD26>

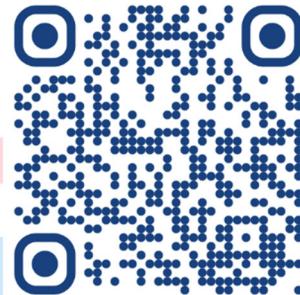
Entry Fee: \$10 PER CAR

Deadline To Register: Thursday, May 7, 2025

There is NO LATE REGISTRATION!

You must register and pay online by 11:59 pm on May 7, 2025.

We will not take money on race day, so any entrant not registered and paid prior to race day loses the opportunity to participate.



Select Race or Show Car

Scouts may register a race car or a show car but NOT both.



CONTACT INFO:

Need assistance registering?

Call or visit the SRAC Council Office / Scout Shop.

Address: 2032 Thomasville Rd., Tallahassee, FL 32308.

Phone: 850-576-4146. **Hours:** Monday-Friday, 10:00am-6:00pm.

The Council website is <http://www.suwanneeriver.net>.



Questions on rules and procedures? Volunteers needed—join us! 😊

Contact Paul Dam at paulrogerdam@gmail.com

or Justin Feld at Justin.Feld@scouting.org.



Race Day Schedule

Arrow of Light Check-in	10:00 am - 10:25 am
Computer Input	10:25 am
Races	10:30 am
Awards	11:00 am
Show Car Check-in (All Ranks)	10:00 am - 10:25 am
Tiger Check-in	10:30 am - 10:55 am
Computer Input	10:55 am
Show Car Judging	11:00 am
Races	11:15 am
Awards	11:45 am
Lunch Break (on your own)	Noon – 12:30 pm
Lion Check-in	12:30 pm -12:55 pm
Computer Input	12:55 pm
Show Car Awards	1:00 pm
Races	1:05 pm
Awards	1:30 pm
Webelos Check-in	1:00 pm - 1:25 pm
Computer Input	1:25 pm
Races	1:45 pm
Awards	2:15 pm
Wolf Check-in	1:45 pm - 2:10 pm
Computer Input	2:10 pm
Races	2:30 pm
Awards	3:00 pm
Bear Check-in	2:30 pm - 2:55 pm
Computer Input	2:55 pm
Races	3:15 pm
Awards	3:45 pm
Champion's Cup 🏆 Check-in	4:00 pm - 4:15 pm
Computer Input	4:15 pm
Races	4:30 pm
Awards	5:00 pm



OFFICIAL RULES AND CAR SPECIFICATIONS

Follow these rules to prevent your child's disqualification!

Scouts may enter their car as a Show Car or Race Car but NOT both.

BASIC RULES

1. Buy your kit from the Scout shop
2. Use the equipment in the box
3. DO NOT exceed the maximum allowed wheelbase and weight.



Two BSA-approved vendor kits are sold at the Scout Shop:

The Original and The Wedge.

Any non-BSA kit cars will be disqualified!

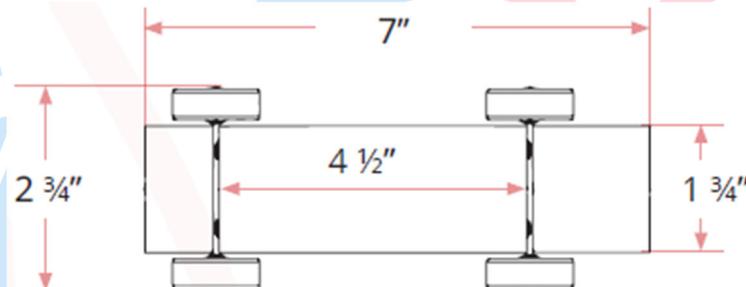
Be cautious of websites, books, and videos that tell you how to win a race. Some techniques are not allowed in these rules. Contact the Council office if you have any questions.

The SRAC Pinewood Derby utilizes the BSA Grand Prix Pinewood Derby Rules that are included inside your official BSA Grand Prix Pinewood Derby kit as well as the "standard wheelbase" requirement as indicated in the car specifications below.

CAR

SPECIFICATIONS:

- Maximum width: $2 \frac{3}{4}$ "
- Maximum length: 7"
- Maximum Height: $3 \frac{1}{2}$ "
- Maximum weight: 5 oz
- Minimum width between wheels: $1 \frac{3}{4}$ "
- Minimum bottom clearance between car and track: $3/8$ "
- Maximum wheelbase: $4 \frac{1}{2}$ " (The Wheelbase is the distance from the center of the front wheel/axle to the center of the rear wheel/axle on the same side of the car.)
- **Show cars ONLY may have a maximum height of 7"**



The forward most edge of the car must be wide and low enough to rest against the rear of the starting gate pin (in center of its lane) or it will be disqualified from racing.



ADDITIONAL DESIGN RULES

The objective of the Pinewood Derby is to allow a Cub Scout (advised and assisted by an adult partner) to design and build a wood car from one of the official BSA Pinewood Derby Kits. The Pinewood Derby is not intended to be a contest of expensive and exotically built cars.

All cars entered must be the same cars that were raced during the Pack's 2026 races and should be cars made after last year's Council Pinewood Derby races.

WHEELS:

- Wheel bearings, washers, and bushings are prohibited.
- Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted.
- Details, such as steering wheel and driver are permissible if these details do not exceed the maximum length, width and weight specifications. The car must be freewheeling, with no starting devices.
- Wheels must be from the current BSA Pinewood Derby Kit and can have the bore of the hub (hole in center) cleaned of any obstructions and the contact surface (around the circumference) smoothed but cannot have the cross section or tread reshaped in anyway. Wheels will not be checked for contact with the track.



AXLES:

- The car shall not ride on springs.
- Axle shafts must be from the current BSA Pinewood Derby Kit and must not have any material added to them, other than appropriate lubrication.
- **Axle shafts may be sanded to remove burs from the metal but may not be altered in any other manner (including bending, grooves, slots, etc.).**
- Axle slots or drilling holes is permissible, as long as all required dimensions and clearances are maintained.



LUBRICANT:

- Only dry lubricants are permitted.
- Any lubricant which remains wet after application may not be used on any part of the car. Nor shall any powdered lubricant be allowed to "spill out" of the car during check-in or racing, as to mess up the track.



CHAMPION'S CUP

We are proud to announce the SRAC Champion's Cup Race!

WHO IS ELIGIBLE TO RACE?

- ❖ The originating racer who finishes 1st place in their den rank at this council race can advance to the Champion's Cup. The den ranks included are Lions, Tigers, Wolves, Bears, Webelos, and Arrow of Light.

DO I NEED TO CHECK-IN?

- ❖ YES. All Champion Cup Racers will be required to check in. See *Race Day Schedule* page. **Racers that do not check in on time will forfeit the ability to race their car.**

DOES MY SCOUT HAVE TO BE PRESENT TO RACE?

- ❖ YES. The scout must be present to race their car. No proxy/alternate racers will be permitted. **Scouts should please wear their Class-A uniform.** The council highly encourages the Class-A to be worn, as this is a public event.

CAN I WORK ON MY CAR BETWEEN RACES?

- ❖ NO. If a scout finishes 1st place in their rank, they will be asked if they would like to participate in the Champion's Cup. If they agree to race, their car will be impounded and placed back on the holding racks until the Champions Race begins.

DOES MY SCOUT HAVE TO STAY THE ENTIRE TIME?

- ❖ NO. Scouts eligible to race in the Champion's Cup will be asked to leave their cars in the pit, at which time the Scout may leave. **It is important that they are back in time for the CHAMPION'S CUP CHECK-IN, or they will forfeit their ability to race!**



RACE DAY PROCEDURES

DRESS CODE: **The Class-A uniform should be worn by Cub Scouts. Lions should wear their Lion T-shirt.** The Council highly encourages the Class-A to be worn, as this is a public event. If the Class-A cannot be worn, please wear the Class-B uniform shirt. All clothing choices should meet safety requirements and reflect the values of the Scout Oath, the Scout Law, and the Scouter Code of Conduct.



RACE CHECK-IN: Racers have staggered check-ins, and start times, for each den rank. See the *Race Day Schedule* page for check-in and race times.

AWARDS CEREMONY: Awards for each den rank are presented following each race.

HOW TO ENTER THE CHAMPION'S CUP:

Racers that finish 1st place in their den rank are automatically entered into the Champion's Cup race. See the *Champion's Cup* page for more information.



HOW LONG ARE THE RACES? The time onsite for each Cub Scout racing a car will be approximately 90 minutes from check-in to the end of the awards ceremony. If they advance to the Champion's Cup, that additional race is approximately 60 minutes and takes place at the end of all other races.

HOW LONG IS SHOW CAR JUDGING? Show cars will be on display for 3 hours. Cub Scouts entering show cars may check in their cars and return later for the Show Car awards ceremony.

BEHAVIOR EXPECTATIONS:

- Races are held in a public area.
- No negative attitudes or comments will be permitted.
- Anyone displaying poor behavior will be asked to leave the race area.
- Please remind scouts, leaders and parents of the values of good sportsmanship!



RACE DAY PROCEDURES **continued...**

PARTICIPANTS:

- If a registered owner is unable to attend or is not physically able to race his car, he may designate another Cub Scout or Leader to act in his place. This person will be called a handler. All car owners or handlers are highly encouraged to wear their Class-A uniform. If the Class-A cannot be worn, please wear the Class-B uniform shirt.
- Car owners or handlers must present their car for check-in and inspection during the announced time on race day or risk not being able to participate.
- No entrant for any race period will be accepted after that race period has begun.
- Only the racers listed on the Pack's official entry form will be allowed to enter the race.
- The alternate racer(s) are only allowed to enter the race, if one of the top 3 entrants does not arrive to enter. Alternates' cars will be inspected and placed in a temporary impound area until the check-in period ends. Any alternate who is left in the temporary impound area will then be entered into the race.



INSPECTION:

- Each car (both racers and design/show competitors) must pass inspection by the official inspection committee before it may compete.
- If a car does not pass inspection, the owner will be informed of the reason for failure and given time within the official check-in time to make any adjustments. A car not able to meet specifications will be disqualified.
- After final approval, cars will not be re-inspected unless the car is damaged in handling or in a race.
- The scale used on race day will be a digital scale with an exact 5 oz weight and is the only official scale.
- All rules, interpretations, and judgments related to these rules and the race are the sole prerogative of the SRAC Pinewood Derby Committee Chairman and their ruling(s) shall be final.
- Race officials are provided pictures of all the commonly available pre-cut kit cars. **Any non-BSA kit car found will be disqualified.**



RACE DAY PROCEDURES continued...

LUBRICATION:

- All lubrication or other services must be completed prior to presenting the car for technical inspection because all cars will immediately be impounded for the duration of their eligibility to race.
- Under no circumstances will any lubrication be applied to any axles or wheels once the car is impounded, including a car that has lost an axle or wheel during the race and must have the axle or wheel replaced.



REPAIRS & ADJUSTMENTS:

- There is no “garage” or car repair facility inside the roped-off racing area. Any adjustments or repairs that require removal of wood, drilling, hammering or application of powdered lubricants must be made outside the roped-off race area.

CAR HANDLING:

- The Council Pinewood Derby Committee recommends that car owners should be given the responsibility to hold their own cars from after the Pack Pinewood Derby until presentation at the Council Race.
- Car owners or handlers will be the only persons touching the cars, under supervision, once they are impounded and only at the time(s) that they are called to lineup for a race. **Car owners and handlers must stay alert for the call of their name during the race.**
- **Anyone touching or attempting to touch another racer's car, without express permission from the car owner/handler and under the supervision of the race official, will be asked to leave the race area and if a racer, will have his own car disqualified.**



STEER CLEAR OF THE TRACK!

- **Any car owner or handler bumping or stepping on or across the Pinewood track, as well as anyone causing such an action, will be subject to disqualification.**



JUDGING INFORMATION FOR SHOW CARS

DESIGN/SHOW CAR CATEGORY EXPLANATIONS:

Most Patriotic – car shows U.S. colors (Red, White & Blue), Flags, etc.

Most Creative – car shows imagination, futuristic, or historic.

Best Sports theme – car shows sports games – football, soccer, basketball, etc. favorite team colors or mascots.

Best Scout theme – car shows Scout values, colors (Cub Scouts or Scouts BSA), Scout emblems, event reenactment, scout activities, etc.

Judges' choice – car that doesn't fit any of the above categories but has high qualities in other areas. A car in a class of its own.

If there are too many entrees in one category, the Judges reserve the right to place any car in a different category with fewer entrants, giving more scouts the opportunity to win.

EXPLANATION OF SHOW CAR JUDGING CRITERIA (SCORING)

1–10 POINTS (10 BEING THE BEST:)

Original idea – an idea unique and unusual.

Detail – careful thought taken in planning, design & building of the car – attention to detail

“Scout made” – car has signs that the scout crafted the car with little to no help from an adult

Creative – a car that took time to create and design

Overall Appearance - careful workmanship and planning to create the overall appearance.

The Judges will know the den rank of the Scout enters, and this is considered when awarding points. Each car receives points ranging from 1 to 10 from each judge and will be judged by 3 – 5 judges. No judge will judge their own pack's car. The Head Judge will judge the car of anyone who can't judge a car in a certain category. When the tally sheets have been turned into the Head Judge, the scores of each car will be tallied. In case of a tie, the Judges are called back and given the opportunity to vote on the top cars. The cars with the highest points in each category receive the Medals for 1st, 2nd, and 3rd place. The 3 cars with the Highest scores overall receive a Trophy for Best of Show. No car may receive an award in more than one category. The head Judge will make any final judgments necessary.



Spots Available per Pack

Scouts may enter their car as a Race Car or Show Car but NOT both!

Each pack can send:

- **18 winning race cars** (3 per den)
- **6 alternate race cars** (1 per den)

Alternates are only allowed to race, if there is a no-show in their den.

- **5 show cars at a minimum**
More than the top 5 show cars can be sent.

Feel free to send lower ranking show cars, so that there is at least 1 car per each council category: Patriotic, Creative, Sports, Scout, and Judges Choice.

If you do not have any cars that fit a council category, you may fill that slot with a judges' choice selection.



Feel free to send lower ranking cars if your judges deem them to be of unique quality and there are clear signs the car was "Scout made" with little to no help from an adult.

If a top racer or top show car designer does not want to advance to the Council Derby, please offer the spot to the next best racer or show car.

Please encourage scout families to take advantage of this opportunity to advance. The council's goal is to give as many Cub Scouts as we can the opportunity to participate. The Council derby is a fun and exciting experience and a great way to recognize and reward scouts' creativity and effort!

Spots Available per Pack by Den and Category:

DENS	RACING CARS	CATEGORY	SHOW CARS
Lions	1 st , 2 nd , and 3 rd + 1 x alt	Most Patriotic	At least 1 car
Tigers	1 st , 2 nd , and 3 rd + 1 x alt	Most Creative	At least 1 car
Wolves	1 st , 2 nd , and 3 rd + 1 x alt	Best Sports Theme	At least 1 car
Bears	1 st , 2 nd , and 3 rd + 1 x alt	Best Scout Theme	At least 1 car
Webelos	1 st , 2 nd , and 3 rd + 1 x alt	Judges Choice	At least 1 car
AOL	1 st , 2 nd , and 3 rd + 1 x alt		



Council Awards

Below is the list of trophies and medallions that are awarded at the council derby.

Show Car | Medallions (3 per category. 15 total.)

Most Patriotic	1 st , 2 nd , and 3 rd	
Most Creative	1 st , 2 nd , and 3 rd	
Best Sports Theme	1 st , 2 nd , and 3 rd	
Best Scout Theme	1 st , 2 nd , and 3 rd	
Judges Choice	1 st , 2 nd , and 3 rd	

Show Car | Trophies (3 total.)

Best of Show	1 st , 2 nd , and 3 rd	
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Race Car | Trophies (3 per den. 18 total.)

Lions	1 st , 2 nd , and 3 rd	
Tigers	1 st , 2 nd , and 3 rd	
Wolves	1 st , 2 nd , and 3 rd	
Bears	1 st , 2 nd , and 3 rd	
Webelos	1 st , 2 nd , and 3 rd	
Arrow of Light	1 st , 2 nd , and 3 rd	

Race Car | Champion's Cup

The 1st place race car in each den advances to the final, Champion's Cup race.

