

GET READY TO RACE

2026 PINELANDS DISTRICT

PINE WOOD DERBY

FIRST 50 RACERS PER EACH RANK BRACKET

SATURDAY MARCH 28, 2026

FIRST RACE - 9:00 AM

HOSTED BY

BEVERLY—RIVERSIDE MASONIC LODGE #107

621 S. CHESTER AVE, RIVERSIDE NJ

**CARS MUST BE AT REGISTRATION/WEIGH IN ON
WEDNESDAY, MARCH 25, OR THURSDAY, MARCH 26,**

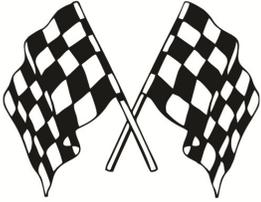
BOTH NIGHTS STARTING AT 7PM

CARS WILL BE GIVEN A NUMBER AND

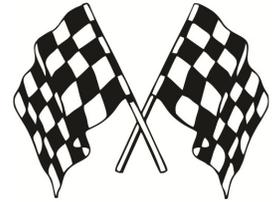
IMPOUNDED AT THAT TIME

NO WALK-IN/RACER REGISTRATION ON RACE DAY!

NO COST TO RACERS



DERBY RACE DAY



FIRST RACE - 9:00 AM

DEN BRACKET

CHECK IN AND RACE TIME

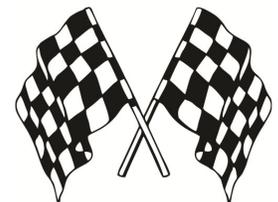
NO WALK-IN/RACER REGISTRATIONS

MUST PREREGISTER

LION	CHECK IN 8:30 – 8:45	LION RACE	9:00
TIGER	CHECK IN 9:00 – 9:15	TIGER RACE	9:30
WOLF	CHECK IN 9:30 – 9:45	WOLF RACE	10:00
BEAR	CHECK IN 10:00 – 10:15	BEAR RACE	10:30
WEBELOS /AO	CHECK IN 10:30 – 10:45	WEBELOS RACE	11:00



1ST PLACE TROPHY
2ND PLACE TROPHY
3RD PLACE TROPHY



AWARDED PER AGE GROUP/DEN/RANK
CARS MUST BE OFFICIAL BSA PINWOOD DERBY CARS
CARS MUST MEET OFFICIAL RULES TO ENTER
ON RACE DAY EACH RACER/REGISTERED SCOUT GETS
A DERBY PATCH
A HOT DOG,
A BAG OF CHIPS,
A REFILLABLE BOWL OF POPCORN
CHOICE OF SODA OR WATER

(ADDITIONAL FOOD PACKAGES WILL BE AVAILABLE FOR \$5)

Please review the rules. Obeying the rules avoids the embarrassment of not being allowed to race.

We encourage good Scouting sportsmanship. Unsportsmanlike conduct will be cause for disqualification.

- Participation: The 2026 Beverly–Riverside Lodge #107 Masonic Pinewood Derby is open to the first 50 registered Cub Scouts from each den level throughout Pinelands District. Scouts must be present when their cars race to be eligible for awards.
- Inspection: Vehicles will be inspected during registration for compliance to all specifications. If a vehicle fails inspection, the owner will be told the reason for failure, and will be given time within the official registration period to make adjustments. (Beverly- Riverside will NOT supply woodworking tools) Submit cars by the timed deadline for inspection. Cars failing inspection may be raced but are ineligible for awards.
- Impound: Vehicles will be impounded after passing registration/inspection. After being impounded, repairs will be limited to the replacement of axles/wheels that are broken or lost during the races.
- Vehicle Specs Body: **Official Kits ordered through The BSA Scout Shop must be used.** Pre manufactured cars are not allowed. Bodies of other materials will be grounds for disqualification. The body may be shaped, hollowed out, or built up as long as it meets all other specifications. Any additions to the body such as a steering wheel, drivers, paint and decals must be attached firmly. If any weight falls off the car on race day it cannot be reattached. No part of the vehicle body may protrude past the starting gate.
- Width: The vehicle width at the wheels may NOT be modified. It must be the same as the original kit. No wider than 2 3/4 inches. This allows the car to fit on track and not obstruct vehicles in the next lane. Material may be added to the side of the car but not be wider than the wheels.
- Length: Overall length should be appropriate for the kit used. Pinewood derby cars are 7 inches long. (To fit in the starting gate) The car can be shorter as long as the front wheels do not extend beyond the front of the car.
- Height: Overall height may not exceed 5-1/4" inches. (To fit under the scoring finish line)
- Clearance: Minimum 3/8" inches from the surface. (To clear the track center guide rail)
- Wheelbase: The wheelbase may not be modified. It must be the same as the official kit, as suggested. The distance from the center of the axles must be 4 7/16 inches. New axle slots may be cut but the distance between the front and rear axle must be 4 7/16 inches. Extended wheelbases will not be allowed, shorter wheelbases are not seen as an advantage and are allowed.
- Wheels & Axles: Wheels must be those furnished in the official BSA kit, or other official BSA wheels sold at the scout shop. BSA wheels only, no other manufacturer. BSA Wheels are available in Black, and many other colors. Wheels may be sanded to remove the flashing (mold marks) only. Do not remove the words 'BSA Pinewood Derby from the sidewall. NO reduction in width or diameter. NO change in shape. The BSA logo should not be sanded off from the sidewall of the tire. Wheels may be lubricated with dry graphite only. NO liquid lubrication. The original nail/ axle may be cleaned up by removing burr and molding marks. NO 1-piece axles, NO washers, NO bushings, NO bearings, NO springs are permitted. NO aftermarket axles. All four wheels must be mounted on the car in the correct position.
- Weight: Cars must not exceed five ounces, We will use one scale for all cars. Our scale is the official scale for this event. Our scale is accurate to 0.005 ounce. Cars may show as 5 ounces on a less precise scale but may be overweight on the official council scale.
- Misc: Vehicles must free wheel with no stored energy or movable weights. The kit has no designated front or back to the supplied body, either end may be the front. Racing numbers will be placed on the top of the car at the rear. Please mark the car with 'F' or 'Front' on the underside of the car to indicate the front of the car. The front of the car should have a square nose where the car meets the starting pin. No indentation on the nose where the starting pin touches the car. The car must meet the starting pin and be completely behind the pin.
- Race Redos: Occasionally a heat needs to be rerun. Cars that jump the track and interfere with other cars, bad heat times, gate malfunctions, etc. Race reruns will be determined by race officials at the start gate, finish line, or the scoring table.
- Car Numbers: Numbers are assigned randomly at check in. The vehicle number will be placed on the vehicle for easy identification for the race staff.
- Unspecified Rules: If a building technique or rule was not addressed in this document, clarification can be asked of the Pinewood Derby Committee.
- Lubrication: Cars having lubrication must be lubricated BEFORE impound. After impound, only race officials will handle vehicles.
- Each car will race once in all 6 lanes.
- Each race is timed with electronic equipment.
- In the event the equipment fails, the race(s) will be re-run.
- The slowest time will be dropped and the average of the remaining times will determine the results for each racer – Composite Time
- In the event of a tie(s) a run-off will be run between any of the cars needed to fill the 3 slots for the finals race for each Division using the same method of running once in each lane and taking the average of the fastest 3 times.
- Let's have some fun and excitement!