

2026

Pensacola Bay District

PINEWOOD DERBY RULES

LOCATION: Center Court, Cordova Mall
5100 North 9th Ave.

DATE: March 7th, 2025

TIMES: See Attached Race Schedule *

The use of alcohol or tobacco products is strictly prohibited at all Scout functions.

The Pinewood derby is one of the most popular and successful special events in Cub Scouting. Like all successful activities, it requires planning and preparation, but its value in fun and strengthening family relationships has been proven effective over the years.

Pinewood derby cars are simply small models of specified dimensions, created, carved, and assembled by the scouts, under the guidance of their parents or other family members. The cars are gravity powered and run down a regulation track.

Every Pack should have a Pinewood Derby Coordinator. Each Pack will want to hold their own Pinewood derby race in January or February to determine the three fastest finishers in each of the following categories; Lion, Tiger, Wolf, Bear, Webelos and Arrow of Light Scouts. Those finishers (or substitutes)** will be eligible to participate at the District Pinewood Derby. Exact race times and schedules are provided in the back of this packet. District awards will be given to the top six finishers in each category; Lion, Tiger, Wolf, Bear, Webelos and Arrow of Light. All registered participants will receive a participation patch.

Due to the date of this event, we realize that some of the 5th Grade Arrow of Light Scouts will have already crossed over into Boy Scouts. They are welcome to participate in this event in the same class of contestants. In fact, we encourage their new patrol to attend with them and cheer them on.

The Unit Pinewood Derby Coordinators or the Unit Cub Scout leaders are responsible for giving these rules to their Cub Scouts and making sure they abide by them whether or not the pack uses them at their own races. They are also responsible for completing the registration form at the back of this packet and “have all participants” read, and sign these rules.

Please fill out only one registration form per Unit and submit no later than Monday, February 26th, 2025

Please text or call: Jonas Lewis, Race Coordinator at 850-501-3397, or
E-Mail at jonaslewis97@yahoo.com, for further information or if you have any questions.

Download this and other Pinewood Derby information at WWW.GulfCoastCouncil.org (under News / Pensacola Bay)

**Substitutes are to be made before the registration form is submitted.

**Pensacola Bay District
PINWOOD DERBY RULES**

I. GENERAL RULES

1. All participants must build a new car each year. Cars used in a previous year, if discovered, will be disqualified. Prebuilt purchased cars are not allowed.
2. A Scout is allowed to enter only one car. Each Cub Scout must present his own car for registration abiding by BSA and the current District Pinewood Derby Rules.
3. A Scout can only participate in one division each year and must be present at registration and the race to have his car raced.
4. The race committee will determine additional rules to be followed, if needed, and will share this information with all units.
5. The names of the top three (3) finishers or substitute in each division for a unit must be registered via the Gulf Coast Council website: WWW.GulfCoastCouncil.org **NO LATER THAN MONDAY, March 2nd, 2026**

Any Scout who is not certified by his unit as being one of the three top finishers or as a substitute will not be allowed to compete. **Only up to three names per Division** can be turned in by a single Pack. **NO Alternates!**

6 Divisions will be raced: Lions, Tigers, Wolves, Bears, Webelos, Arrow of Light (Please note that all divisions must be separate)

6. The decisions of the race committee, and any necessary interpretations of the rules, or judgments not covered by these rules, are final and will be made with the best interest of all concerned.
7. The scale used by the race committee is the official and final weight determination device regardless of how your car weighed during your unit race.
8. All cars will be weighed the day of the race by the race committee.
9. Registration times are absolute with no exceptions. It is the responsibility of each Scout to be on time and to make any necessary allowances for weigh in delays, lines, registration, etc. All races will start as close as possible to posted times.
10. The Cub Scout must be present to race and enter his own car into competition. Official BSA Uniforms are highly recommended for all scouts.

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PINEWOOD DERBY RULES

II. CONSTRUCTION RULES

1. Each car will be constructed from the materials provided in the **official BSA Pinewood Derby race kit**. Not from Pinecar or Revel kits.
2. Overall **WIDTH** shall not exceed 2-3/4 (2.75) inches.
3. Overall **LENGTH** shall not exceed 7 inches.
4. Maximum **height** is 5-1/4 (5.25) inches due to the height of the finishing gate.
5. Length and width will be determined by the use of a jig slipped down over the top of the car.
6. **WHEELS** - Wheels can be trued and polished, however they cannot be rounded or beveled. Wheels may not be altered by the use of a lathe. Such actions will result in disqualification. The appearance of the wheels must be essentially the same as they come in the kit with only minor shaping to make them run smoothly.

ALL WHEELS MUST BE APPROXIMATELY THE SAME DIAMETER AND WIDTH AS SUPPLIED IN THE KIT.
MINIMUMS: WHEEL DIAMETER = 1.150" & TREAD SURFACE THICKNESS no less than = .075"
NARROW RACING OR ROUNDED WHEELS WILL BE DISALLOWED.
TREAD SURFACE SHALL BE FLAT. EDGES CAN BE SLIGHTLY ROUNDED.
*** NO WHEEL COVERS WILL BE ALLOWED. ***

7. **AXLES** - the axles **must** be the ones provided in the official BSA kit. Axles may be sanded or polished to remove any sharp edges. No straight axles will be allowed, only the nail shaped axles provided in the BSA kits are allowed.
8. **WEIGHT** - the overall weight of the car shall not exceed 5.0 ounces as determined by the race day scale. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal. All weights must be securely attached to the car body or chassis. The taping of coins, etc. to the top of the car is strongly discouraged. No loose materials of any kind are allowed on the car. Due to minimum track clearance, It is recommended that no weight is to be added to the bottom of the car unless the weight is "recessed" inserted into the body (see Construction Rule # 13). Weights or objects dislodged during the race cannot be placed back on the car during the race (see page 5, rule section III. 2 Race Procedures).

If changes are made to the car during registration the participant and car must go to the end of the line to re-start registration!

**Pensacola Bay District
PINWOOD DERBY RULES**

II. CONSTRUCTION CONTINUED

9. Weights, washers, spacers, or bushings on the wheels are not allowed.
10. No types of springs or shock absorbers are allowed.
11. No starting device of any kind is allowed.
12. A minimum of 1- 3/4 inches between the inside of the wheels is needed to allow the wheels to clear the grove in the track.
13. The car must have a minimum of 3/8 inches of clearance between the bottom of the wheel and the bottom of the car to insure that the car will not touch the guide strip on the track.
14. No lubricating oils or grease may be used. Axles may be lubricated with powdered graphite, (PTFE), or silicone. All lubricants must be completely dry at time of check-in.
15. **INSPECTION** - Each car must pass inspection by the race inspector before it is allowed to compete. The inspection team has the right to disqualify those cars which do not meet specifications.
16. The order of finish in each race will be determined by a photoelectric cell located at the finish line that is triggered as soon as any part of the car blocks out enough light to activate the sensor. It is strongly suggested that each race car be constructed in such a manner as to **avoid having a sharply pointed (needle like) nose** that if the car crosses the finish line in such a manner as to be shifted off center, the pointed nose may not activate the sensor.

**Pensacola Bay District
PINWOOD DERBY
RACE RULES**

III. RACE PROCEDURES

1. Each **Scout must be present** to register and to have their car raced.
2. If a car breaks down or if anything falls off of the car during the race, it cannot be repaired unless the damage is caused by another car or the track, in which case the Scout will have five (5) minutes to complete any necessary repairs.
3. If a car is damage beyond repair due to whatever reason(s) the car will be judged as not race able and will have suffered the hazards of racing.
4. Lane Selection: Lane and placement will be by random selection. A fair rotation of the lanes will occur during elimination heats.
5. A photoelectric cell at the finish line will determine the order of finish for each race.
6. Any malfunction of a car due to the fault of the track or any race committee person will be allowed to be re-raced.
7. If a car leaves the track due to the fault of the car, its order of finish will stand.
8. If a car runs out of its lane due to the fault of the car, its order of finish will be as is.
9. If a car interferes with another car due to the fault of the car, the wrecking car be will ruled as finishing **last** and the other cars will be allowed to continue to race in the next heat.
10. **After the car is registered and has passed the check-in inspection, it will be placed in the proper holding area (impound) and the Scout, their parents or other adult(s) will not be allowed to touch or modify the car.**
12. All Cars will be returned to the Scouts after the final race in each category.
13. The Cub Scout must bring all questions to Track Officials promptly. If a question comes up which is not covered in the rules, the race commissioner will make a decision which will be as fair as possible and will be final.
14. **Race committee decisions are final.**