



# 2026 Pinewood Derby Leadership Guide

## Official Information Packet for Race & Show Car Judging



The rules in this leadership guide are the **ONLY** guidelines used for the Phoenix District, Far East Council Pinewood Derby.

**To all Cub Masters, Pack Committee Chairs, and Pack Derby Coordinators:**

***We strongly recommended 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/cars sent to the race.**

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## Date, Location, and Registration

Derby Date: Saturday, 18 April, 2026

Location: The Humphreys Hub, USAG Humphreys, South Korea



### Registration

**Deadline to Register: 15 April 2026**

**Entry Fee: \$20 per car**



You must register and pay online by midnight on 15 April 2026 at <https://www.scoutingevent.com/803-KoreaPWD26>. We may not be able to take money on race day, so any entrant not paid prior to race day risks losing the opportunity to participate.

**Cars may be registered as Champion Racers, Show Cars, or Outlaw Racers. *A single car may not be registered in multiple divisions***, but a single person may register an extra “Outlaw” car in addition to their Champion Racer or Show Car.

If you need any help with getting registered or need clarification on the rules and procedures, please contact Jonathan Hutto at [Jonathan.Hutto@scouting.org](mailto:Jonathan.Hutto@scouting.org) or via phone at 010-8017-2473



## Champion Racers

### ❖ Race Rules

- The main races will be run on one of the two tracks that are set up. Cars will be raced and placed by an electronic scoring system. Each race group has multiple heats, determined by the number of derby cars racing.
- Each car will race in each lane of the track it is racing on once. The racing program will rotate the derby car, for the next race heat, to another lane. The derby car will have raced three or four times depending on the number lanes in the track.
- The finale race time is determined by taking the total time of the heats (based on track lane size) a derby car has completed, with the lowest time winning.
- If a scout finishes 1<sup>st</sup> 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 **Champion's Cup** Race begins.



### ❖ Who is Eligible to Race?

- The AWD Korea Finals are open to all registered Cub Scouts in AWD.
- Each Pack in Korea can send up to 18 cars to participate in the race, the first, second and third place winner from each Den in their Pack.
  - (3 Lions, 3 Tigers, 3 Wolves, 3 Bears, 3 WEBELOS, 3 AOL).
  - Each Pack may also designate one alternate per division.
- Scouts who raced with their Pack as AOL's but crossed over to Scouts BSA prior to the AWD Finals are still eligible to participate.
- Pre-Registration must be completed online via BlackPug prior to the registration deadline of 15 April 2026. Cars who do not register online will not be eligible to race. No paper registrations/submissions are allowed.
- All cars must pass inspection and weigh-in on race day.



### ❖ Does my Scout have to be present to race?

- No, but someone from the unit must be present to check the cars in. If there is any issue during the inspection, the car may be disqualified if your scout is not there to make changes or repairs as a result.

❖ Inspection:

- Each car must pass an official inspection before it may compete. The inspector(s) have the right to disqualify those cars which do not meet the rules and specifications outlined.
- If a car does not pass inspection, the owner/racer will be informed of the reason for failure and will be allowed to make adjustments in the remaining official registration time period.
- After inspection, the car will be impounded. Scouts and parents will not be allowed access to cars until the end of the event.
  - Exception: If a car is damaged during a race, officials may authorize repairs to be carried out by the owner or racer. Repairs must be completed within five (5) minutes.



## Champions Cup

We are excited to announce the Phoenix District Champion's Cup Race!

❖ Who is Eligible to Race?

- The originating racer who finishes 1<sup>st</sup> 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.
- This will determine the Fastest Overall Car of the entire District!

❖ May I work on my car between races?

- No. Once a car has placed 1<sup>st</sup> in their respective rank races, the car will be re-impounded and placed back on the holding racks until the **Champion's Cup** Race begins.



## Show Cars

Any scout may enter a show car, provided that this car was made since the last District Pinewood Derby in 2025. They need not have participated in any previous races at a pack level to compete. *Please note that a car that is participating in the **Champions Race** may not also be entered as a **Show Car**.*



Show Car Categories and Judging Criteria are below.

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

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

**Best Military theme** – car shows military influence that honors our troops

**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, 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 a car from their own pack. 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.



## Outlaw Racers

Any Scout, Scouter, or guest may enter a car and race as an **Outlaw Racer**. All requirements for the car build remain the same (See Page 11 for more details). A car from previous years (including legacy Pinewood Derby cars) may be run as Outlaw, provided they are still safe to run and meet requirements such as weight, size, and wheel quality.



**No powered cars are allowed under any circumstances.**

All Outlaw races will be held on the 2<sup>nd</sup> track and will be for bragging rights only. No awards will be given for outlaw racers. Outlaw racers may race all challengers or specific heats.



## Race Day Schedule – Saturday, 18 April 2026

<b>Arrow of Light Check-in</b>		<b>10:00am - 10:25am</b>
Computer Input		10:25am
Races		10:30am
Awards		11:00am
<b>Show Car Check-in (ALL RANKS)</b>		<b>10:00am - 10:25am</b>
Tiger Check-in		10:30am - 10:55am
Computer Input		10:55am
<b>Show Car Judging</b>		<b>11:00am</b>
Races		11:15am
Awards		11:45am
Lunch Break (on your own)		Noon - 12:30pm
<b>Lions Check-in</b>		<b>12:30pm - 12:55pm</b>
Computer Input		12:55pm
<b>Show Car Awards</b>		<b>1:00pm</b>
Races		1:05pm
Awards		1:30pm
<b>Webelos Check-in</b>		<b>1:00pm - 1:25pm</b>
Computer Input		1:25pm
Races		1:30am
Awards		2:00pm
<b>Wolf Check-in</b>		<b>2:00pm - 2:25pm</b>
Computer Input		2:25pm
Races		2:30pm
Awards		3:00pm
<b>Bear Check-in</b>		<b>3:00pm - 3:25pm</b>
Computer Input		3:25pm
Races		3:30pm
Awards		4:00pm
<b>Champion's Cup Check-in</b>		<b>4:00pm - 4:25pm</b>
Computer Input		4:25pm
Races		4:30pm
Awards		5:00pm

## Race Day Procedures

### DRESS CODE



**The Field Uniform or 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 a 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.

### DO YOUR BEST ... BEHAVIOR:

- ❖ 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!



## **Conduct of the Races:**

The District Pinewood Derby Officials are responsible for proper conduct of the race. Decisions of the Officials regarding the rules interpretation and procedure may be appealed to the Head Racing Official and District Pinewood Derby Committee. Scouts, Parents, and Scout Leaders should also be familiar with the rules.

**Inspection Gauges:** All inspection will be conducted by one team at a special inspection area using scales and gauges approved by the District Pinewood Derby Committee. Any adjustments to the cars if necessary can be made at the pit area.

**Impounding:** Once the car has passed inspection and received its number, the car will be handed off to a runner who will place it on the table provided.

**Car Handling Responsibility:** Runners shall be responsible for staging the cars at the starting line, retrieving the cars at the finish line (after the race has been called) and returning the cars to the table area after each heat.

**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 its 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.

**Lane Assignment:** Lane assignment for each heat shall be determined by the racing program. Scouts will be grouped by the Hosting Pack racing program to assure the Scouts car will have one race in each of the lanes provided.

**Car Repair:** If, during the race, a wheel falls off or the car becomes otherwise damaged, the **owner/racer** may, to the best of their ability, perform repairs. The scout parent team may seek advice for repairing the car, but may receive no other assistance. The scout parent team will have 5 minutes to complete repairs. If a car is damaged due to track fault or due to fault of another car or scout, then the track official, at their sole discretion, may allow additional repair assistance.

**Car Interference:** If, during a race heat, a car leaves its lane and, in so doing, interferes with another racer, the cars will be reset and raced again. If a particular car jumps the track a second time without being interfered with, that car the car that leaves the lane will have the slowest time added to account for averaging done by the Hosting Pack racing program.

**Car Leaves Lane:** If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponents, the car that leaves the lane will have the slowest time added to account for averaging done by the Hosting Pack racing program.

**Car Leaves Track:** If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point. The racers slowest time will be added to account for averaging done by the Hosting Pack racing program.

**Track Fault:** If a car leaves its lane, at his sole discretion, the track official may inspect the track and, if a track fault is found which probably caused the initial violation, the track official may order the race heat to be rerun after the track is repaired.

**No Finishers:** If, during a race heat, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner. The racers slowest time will be entered for that race to account for averaging by the Hosting Pack racing program.

**Call to Race:** Competitor cars will be called to race, as selected by the Hosting Pack racing program. The track officials will receive car numbers racing in the heat generated by the Hosting Pack racing program and will be verified by the track runners.

**Stay 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.

**Conduct:** Unsportsmanlike conduct by an adult or scout will result in immediate disqualification. Mask wear is required inside the facility at all times.

**Appeals / Disputes:** The Cub Scout, along with their parent / guardian, must pose all questions of rules interpretations, procedure and fact to the Track Official or Head Racing Official promptly. A station at the track area will be designated for this purpose.

**ALL DECISIONS BY THE RACE OFFICIALS ARE FINAL**

## Car Build Specifications and Requirements

### Materials:

- (1) **All cars must be built** from the **Official BSA Grand Prix Pinewood Derby Kit** (referred to below as **the kit**) as issued or bought from the Pack, sold by the Far East Scout Shop, [www.scoutstuff.org](http://www.scoutstuff.org), or purchased elsewhere as long as they are the exact same type.
- (2) **Absolutely NO premade cars will be permitted to race!** All registered cars MUST be made from the kits that have been provided. A Scout (and his Parent/Guardian) is Trustworthy.
- (3) Only cars constructed for the 2026 Derby can be entered into the race, cars constructed in a previous year cannot be used.

### Added Items

- (1) Details such as steering wheel, a driver, and decals are permissible, as long as these details do not exceed width, length, height, clearance, and weight specifications. All details must be securely attached to the car.

### Gravity Powered

- (1) **All cars must be freewheeling with no starting devices.** Magnets and slip weights are prohibited.

### Weight:

- (1) **Race cars may weigh no more than five (5) ounces (total weight)** as determined on the official scales during race day inspection. Depending on the official scale used by the District, will go to one or two (1 or 2) place(s) after the decimal point (example 5.0 or 5.00). This will be determined by the Head Racing Official on Race Day.
- (2) Weight may be added to the car. All weights must be securely fastened to the car.

### Wheels and Axels:

- (1) **Only official current Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted. (See Detail Pictures and Notes)**
- (2) **You may not change wheel dimensions. Wheels may not be rounded, pointed, concaved, shaved, beveled or otherwise modified. You may, however, sand/polish the tread or tire contact area of the wheel to smooth rough spots.**
- (3) Wheel bearings, washers, and bushings are prohibited. The car will not ride on springs of any type. Wheel covers or hub caps are prohibited, the head of the nail axle must be viewable for inspection.
- (4) **The axles (nails) maybe polished and stamping imperfections removed, but the shape and size of the head may not be altered.**

- (5) The axel dimensions may not be changed.
- (6) The outside surface of the axel head may not be changed substantially.
- (7) The axel nails shall be firmly affixed to the body.
- (8) Modified or special wheels are prohibited
- (9) Wheels may not be glued in unless necessary for proper function of the car due to breaking of the wood.
- (10) **All 4 wheels must touch the track or be reasonably close as determined by the head judge.**

### Technical Standards:

The inspection judges during check-in are responsible to evaluate each car's adherence to the technical standards. Their decision may be appealed to the inspection official, head race official and the Pinewood Derby Committee, who, after consultation with the inspection team, the Scout, and his parent/assistant, shall render a final, binding decision.

### Measurements:

- Your racer must be no Longer than 7".
- Your racer cannot be wider than 2 ¾".
- Your racer must have 3/8" or more clearance between the race track surface and the bottom of the racer.
- All 4 Wheels must touch the track or reasonably close as determined by the head judge.
- **Nose Height** - The cars will rest against a starting pin; therefore it is advisable that they do not come to a sharp point in front. It is recommended the front end **should not be any higher than 3/4" (0.75) inch is recommended above the axle line.** This way the car will run on the racetrack and trigger the finish line electronics. (Adequate clearance is the responsibility of the race car builder.)
- **Wheel base**- You may drill new axel holes BUT you MAY NOT extend the wheel base. The wheel base distance between the front and rear axels may not be changed from 4 5/16inches.
- **Indented Front Ends:** Cars with indented front ends are **not allowed.** Cars like the one below will "stage" further down the track, and thus are not traversing the same course as other cars.



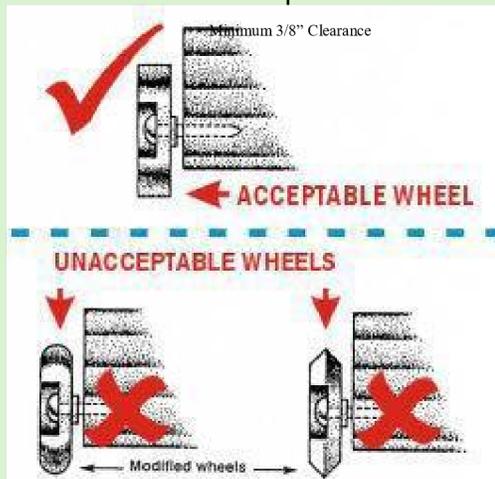
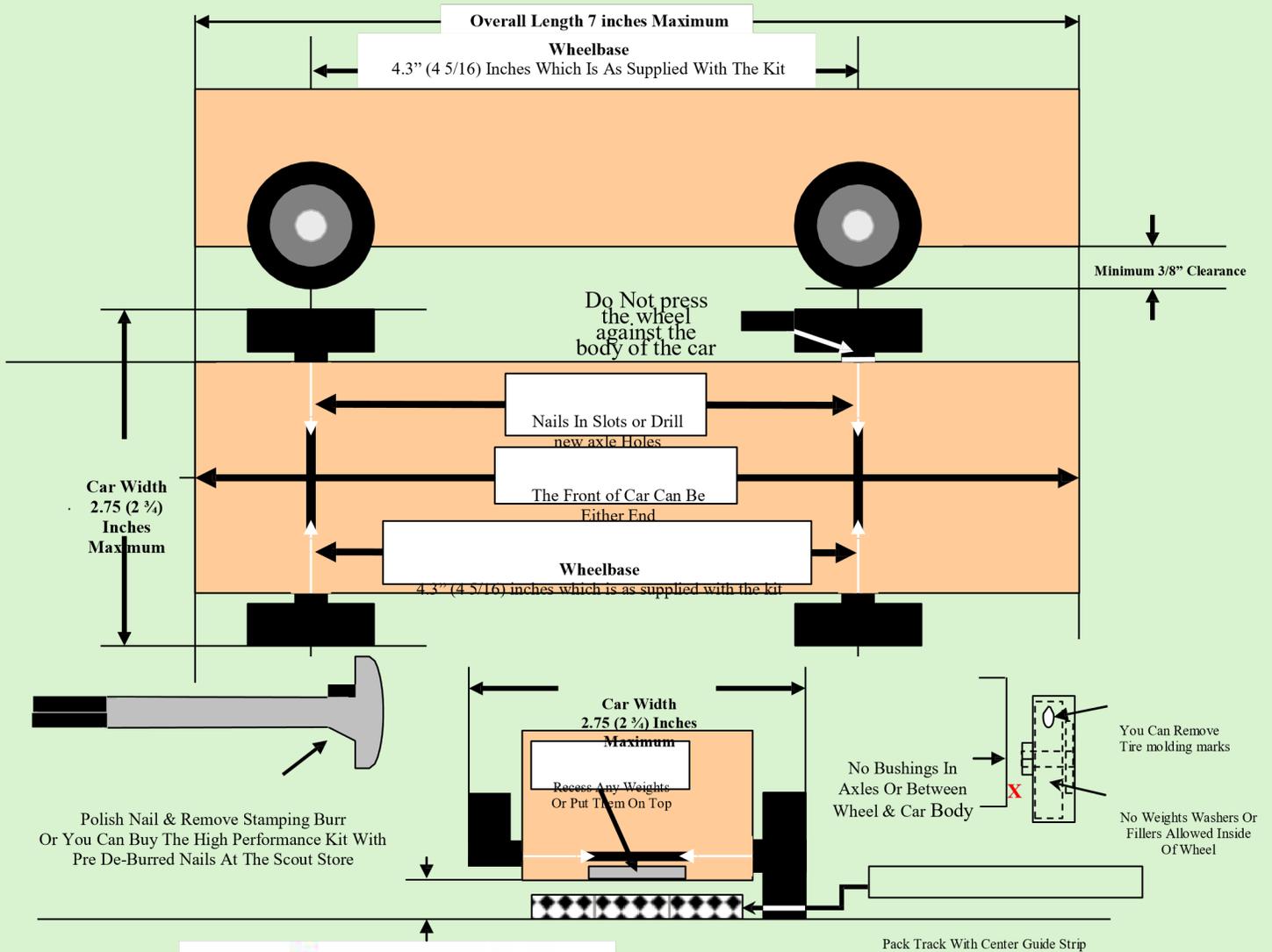
### Lubricants:

- (1) Only dry powdered lubricants, such as graphite or white powder Pinewood Derby Car Lubricant, may be used. Oils and silicone sprays are prohibited.
- (2) Cars will be lubricated before the first race and before the Championship race, if the car qualifies.

**Staging:** The entire car must stage behind the starting pin.

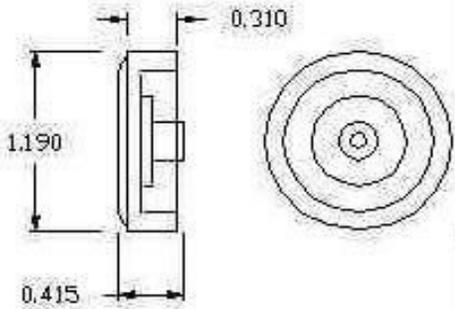
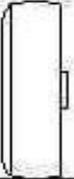
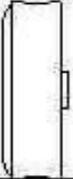
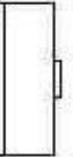
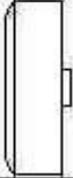
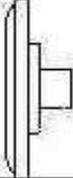
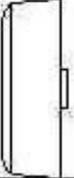
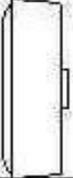
**Body:** The car body may have no moving parts. These are parts that can affect the travel of the vehicle (moving weights to give the cars a boost).

## PICTURES & NOTES



*Wheels may be sanded or lathed to remove imperfections and flattened.*

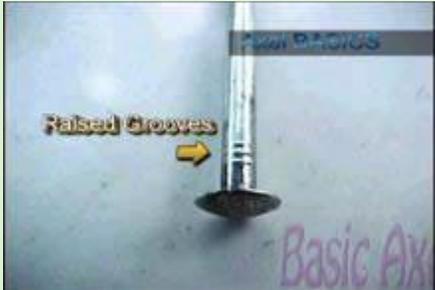
*Wheels may not be reshaped or altered.*

 <p>STANDARD WHEEL</p>	 <p>ROUNDED WHEEL</p>	 <p>"V" WHEEL</p>	 <p>CUPPED WHEEL</p>	 <p>REDUCED DIAMETER</p>	
 <p>"H" WHEEL</p>	 <p>RIB WHEEL</p>	 <p>SPEED WHEEL</p>	 <p>SLANTED OUT</p>	 <p>SLANTED IN</p>	 <p>KNIFE EDGE</p>



## A Sampling of Disqualifying / Altered Wheels

*Wheels will be inspected for lettering; raised lettering may not be sanded off.*



*Axle imperfections  
can be removed  
and axles may be  
polished*

