

Eno River District

Pinewood Derby

2025-2026 program year

Pack Leaders please distribute these District Rules to your packs.
Please note that the rules of the race will be followed. Any car not meeting weight, dimension, or build requirements will be disqualified.

Date: Saturday, February 28, 2026

Time: 9:30-10:30am Unit leaders check-in cars
10:30am racing begins

Location: Eno River Academy High School Gymnasium; 1212 North Carolina Hwy 57
N Hillsborough, NC 27278

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Construction

1. For the 2026 District Pinewood Derby, Packs may present entrants to any or all of the available categories. Scouts (or an appointed “driver”, see rule 34) must be present at the event to receive an award. For this year, we will have the following categories:
 - a. **Lion/Tiger Speed** - Fastest 3 Lions and Tigers
 - b. **Overall Speed** – Fastest 3 cars
 - c. **Beauty/Originality Lions/Tigers** - 3 cars decided by adult judges
 - d. **Beauty/Originality Older Scouts** - 3 cars decided by adult judges
2. Pinewood Derby cars are intended to be designed and built by Scouts with supervision and assistance of their Akela. Scouts BSA guidance for age-appropriate use of tools is published in the Guide to Safe Scouting.
3. Each car must be built by a Cub Scout starting with the materials in an Official BSA Pinewood Derby Car Kit. This includes the pine wood block, axles and wheels. Any official wheels from the Scout Shop are permitted. Separately purchased specially prepared components such as contoured pinewood blocks or machined wheels are specifically prohibited.
4. Parts and portions of cars built in prior years may not be reused in the construction of the car.

5. Official BSA wheels are required for all cars.
6. The overall length of the car shall not exceed 7 inches (17.8 cm).
7. The overall width of the car shall not exceed 2 $\frac{3}{4}$ inches (7.0 cm) (Stock car kits width.)
8. The overall height of a speed car shall not exceed 4 $\frac{1}{2}$ inches (11.4 cm) in order to not damage the timing gates. Non-speed cars may not exceed 6 inches.
9. Minimum clearance under the body is $\frac{3}{8}$ of an inch. Minimum clearance between the inside of the wheels is 1 $\frac{3}{4}$ inches.
10. For speed cars, the weight of the car shall not exceed 141.75 grams (5.00 ounces). The recommended method of weighing cars is with a digital postal scale set to measure in grams (less than or equal to 141.75 grams).
11. For speed cars, the distance between the front and rear wheels shall not be altered. The axle cutouts provided in the blocks must be used. These may be re-drilled, but new holes are prohibited. All 4 wheels must turn when rolled on a flat surface. "Lifting" a wheel is prohibited.
12. Loose materials or sliding pieces are not permitted on or in the car. Movable weights are prohibited, as is the use of a liquid weight such as water or mercury.
13. The car may be hollowed out and built up to the maximum weight by addition of weights, provided the car continues to meet the other construction requirements.
14. The car shall be freewheeling with no starting or propulsion devices (e.g., springs, fans, bottle rockets, balloons or CO2 cartridges).
15. Purely decorative items such as steering wheels, drivers, decals, and paint are permissible, as long as they meet other listed requirements.
16. BSA Pinewood Derby kit axles may be polished smooth as long as the shape/profile remains unchanged.
17. Only dry lubricants (e.g., graphite) may be used on axles.
18. Specific lubrication of the tread is prohibited.
19. ALL LUBRICATION must be completed BEFORE inspection and registration. No further lubrication will be permitted or performed by race officials.
20. Pre-lubricating the track is prohibited.
21. Wheel bearings, washers, and bushings are all prohibited.
22. Weights may not be added to the wheels.
23. The inner dimensions of the wheels may not be thinned or altered.

24. Rough edges and excess mold flash on the wheels may be sanded, so long as the wheels retain 97% (1.155 inches - 29.24 millimeters) of their original diameter. The entire running surface (tread) must be 90 degrees to the face of the wheel. Alteration of tread contours (e.g., rounding) is prohibited. The majority of all 4 wheels must be touching the track surface. Slight angles of each wheel is acceptable due to difficulty of perfect alignment, and is up to the discretion of the check-in official.



25. Rail running and/or cars with elevated wheels (1 wheel off and 3 wheels on) will be disqualified from the fastest car category unless corrected prior to racing.
26. Speed cars: Cars with pointed or contoured fronts must be able to rest on their own against the starting gate pin without moving ahead of the starting line or other cars as this affects timing systems.
27. Even if a scout's car wins a heat or even all heats raced, the car still might not win a trophy.
28. Cars must not be altered or otherwise modified between the Pack Derby and the District Derby, apart from re-application of lubrication.

Eligibility

29. Packs are encouraged to hold an Open/Adults/Siblings race for family members to build cars and participate in the Pinewood Derby experience. However, there will not be an Open Category at the District Derby.
30. Registered Cub Scouts – Lions, Tigers, Wolves, Bears, Webelos, and Arrow of Lights – will be eligible to participate in the District Pinewood Derby, as will any Scout who won in any category at their Pack Derby as an Arrow of Light but who has since crossed over to Scouts BSA.
31. To enter the District Derby, a Scout's car must have placed in a Pack's Derby held since September 1 of the year prior to the district race.
32. A Scout may only enter one car, and one category in the Derby. Scout's choice is not an official category of entry, and as such Scouts may win both scout choice and another category.
33. Each car will be entered in the category that it won in the Pack Derby.
34. If a car owner is unable to attend the district Derby, that Scout may designate another Scout (not adult) to represent the winning car. The Scout representing the car at the Derby (owner or

designee) will be known as the “car’s driver.”

35. At the District Derby, each Cub Scout entrant should be in the official Scout field uniform (Class A).

Inspection and Race Day

36. Winning pack cars shall be impounded by a Cubmaster (or representative) and transported to the District Derby. Example storage boxes designed to protect cars until the District Derby are available upon request.

37. Each car is subject to inspection for compliance to the construction rules prior to being registered. These rules apply to all categories. Once it passes inspection, the car will then be labeled with its entry number.

38. After passing inspection, cars will be placed on designated tables and shall only be handled by the car driver and race officials.

39. Cars failing to pass inspection will have until the start of the race to be modified in order to meet requirements. Alterations may only be performed in the race area by the car driver. A race official will be available to supervise; other adults are not allowed in the race area.

40. All cars must be able to run all the way down the track and past the finish line to be entered in any category.

41. The Speed (“Fastest”) winners will be determined by a computerized timing system. Cars will run once in each lane of the track. The car with the fastest (lowest) average time will be declared the winner. Winning a heat does not determine race standing.

42. Judging design categories:

- a. Scouts will have the opportunity to vote for the Scouts Choice car out of all cars present.
- b. A panel of independent judges will decide on the Beauty/Originality category

43. During race time, if a car jumps the track, a re-run may be done at the time of the jump or at the end of race, depending on what's best for the race software. If the car jumps a second time, it will have a time of 9.999 sec for that run. However, only the fastest time will be used to determine the winner.

44. If a wheel comes off, repair time is allowed (5 minutes). Only the car driver may make repairs. No adult may touch the car. Adults may provide advice and coaching only.

45. In the event of a tie, all tied cars will race to determine the winner. If there are more cars than there are lanes (e.g. three cars with equal times and a 2-lane track), the cars will race in a single lane against the clock until a winner can be determined. Otherwise the cars will race against each other in each lane and their times tallied as in a regulation race until a winner can be determined.

46. In case of computer, power or track failure preventing accurate timing, winners will be decided by double elimination. Double elimination races will consist of 2 heats of 2 cars each.

After the first heat, the cars will swap track positions and rerun. A car must win on both track positions to win the race. A car must lose races against 2 different cars to be eliminated.

47. Cars will be loaded onto the track at race time by a race official. Drivers will not be allowed to load their own cars (District only).

48. The decisions of the judges and the Derby Officials will be FINAL. All decisions will be made in the Spirit of Scouting, fair play, good sportsmanship and FUN!

49. Trophies are awarded in all categories.

50. DO YOUR BEST and HAVE FUN!

