



Pinewood Derby Rules and Regulations

Racing Rules

1. Make a new car every year!
2. All cars must pass inspection to qualify for the race.
3. Each heat will be announced. Drivers will report to the starting line and place their cars on the track. All other people must remain behind the barrier.
4. The car whose nose is over the finish line first is the winner.
5. When the results of each heat are recorded, the drivers will take their cars and return them to the Parking Lot and be seated to wait for their name to be announced again.
6. The Volunteer Chairman in charge of the event will have the final authority to determine eligibility to race.
7. Cars with wet paint will not be accepted at the “Weigh-In and Pit Area.”
8. Only dry powdered lubricant will be used.
9. Participants are responsible for providing any tools or materials to make any adjustments before or during the race. If you make modifications, the car **MUST** be re-weighed and re-inspected. The race official has the authority to re-inspect a car at any time.
10. Awards are given based on total cumulative time of all races. Trophies awarded to top 3 in each rank and top 3 overall. Overall winners are not eligible to win a trophy in their rank as well.

Pinewood Derby Car Regulations

1. Width. The overall width of the car shall not exceed 2-3/4 inches.
2. Height. The overall height of the car shall not exceed 4-1/2 inches.
3. Length. The overall length of the car shall not exceed 7 inches.
4. Ground Clearance. Ground clearance must be at least 3/8 of an inch.
5. Weight. The weight of the car shall not exceed 5 ounces (or 141.75 grams). Scales will be available at the “Weigh-In and Pit Area” so final adjustments can be made. The scale used at “Weigh-In and Pit Area” will be the official scale.
6. Loose Material. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided any additional material is securely built into the body.
7. Wheels and Nails. Wheels can be sanded to remove ridges but the outer “tread” on the wheel must remain intact. No modifications can be made to the surface of the wheel such that it rides on less surface area (E.g. the width of the wheels cannot be modified) The BSA logo should be visible on all four wheels. Only official BSA wheels and nails are allowed.
8. Springing. The car shall not ride on any type of springs. Wheel bearings, washers, and bushings are prohibited.
9. Details. Details such as the steering wheel, driver, decals, painting, and interior detail are permissible as long as these details do not exceed the maximum length, width, and weight specifications.
10. Attachments. The car must be freewheeling, with no starting devices. Magnets cannot be mounted within or on the front of the car to act as a propulsion device when the starting gate drops.
11. Inspection. Each car must pass inspection by the official inspection committee before it will be allowed to compete. The inspectors have the right to disqualify those cars that do not meet these specifications. There will be a “pit area” to correct or modify your derby.
12. Wheelbase. It is permissible to mount nails/axles in drilled holes, but the distance between front and rear axles must be the same as the slots in the original derby wooden block. The wheelbase cannot be lengthened or shortened.
13. Cars not meeting specifications. Any cars that do not meet these specifications will race in Open Class.