

# Conococheague District Pinewood Derby Rules

Revised for 2026

## **Base Material:**

Cars shall be made of wood from the Scouting America Kit # 17006 or similar pinewood, which conforms to Scouting America standards.

*All materials are to be considered raw material or used from a Scouting America kit.*

## **Width:**

- 1) The overall width of the car shall not exceed 2 ¾ inches overall.
- 2) The width between the wheels of the same axle groove shall be at least 1 ¾ inches.

## **Length:**

- 1) The overall length of the car shall not exceed 7 inches.
- 2) No part shall extend past the start line during the pre-start alignment.

## **Height:**

The overall height shall not exceed 3 inches.

## **Bottom Clearance:**

From the track to the bottom of the car shall be at least 3/8 inch.

## **Weight:**

The overall weight shall not exceed 5 ounces. As measured to the tenth of an ounce.

*5.04 is the maximum weight measurement. 5.05 and above would be rounded up to 5.1 on a scale that reads to the tenths.*

*Official weight measurement will take place at the time of check-in.*

## **Axles:**

- 1) Axles shall be the supplied nails from the Scouting America kit.
- 2) No additional bushings or washers are to be added.
- 3) The nail is to be pushed into the grooves from the Scouting America kit or made through raw materials only, with the tips of the nail visible.

*The original wheelbase of 4 3/8 inches shall remain the same.*

## **Wheels:**

Wheels are to be the official wheel provided with the Scouting America kit, or for more options, such as colored wheels, visit your local scout store at Tuckahoe Scout Shop (they need to be purchased from the scout store.)

*Wheels may be lightly sanded to remove imperfections along the tread, and must be left flat and level. Lettering inside and outside of the wheels shall be visible; no hub caps or wheel covers. Wheels, which are turned on a lathe, will not be allowed. No reversing wheels will be allowed. The car shall have 4 wheels and axles; however, only 3 wheels are required to make contact with the track.*

## **Lubricant:**

Once the lubricant is applied prior to check-in. No additional changes or additions may be made.

Lubricant must not be messy or dripping off of car.

## **Propulsion:**

Freewheeling gravity only.

## **Design:**

Annual, unlimited design as directed by the youth Cub Scout.

*Immediate disqualification will result from anything falling off the car. The car is then retired from the derby. (Council requires at least ½ inch flat nose and a maximum height of 2 7/8 inches from the track.)*

## **Officials:**

Shall be designated by the District.

## **Track:**

Shall be designated by the district, asking for pack support.

**Check-in process:**

- 1) Official check-in shall be as announced on the day of the race.  
*(See bulletins for specific times)*
- 2) The car is to be presented at the check-in table to the officials for evaluation and conformity to rules.
- 3) Modifications may be made by the Cub Scout and then reevaluated for final acceptance. All changes must be completed and pass evaluation/inspection prior to the close of check-in.  
*Some tools and assistance may be available and provided by the district. However, the District is not responsible for any materials or tools to assist in changes. Officials may not change or lubricate any part of the car.*
- 4) Once the car is accepted, it will be brought into the impound area.  
*No further changes may be made, nor may the car leave the impound area.  
No one may enter the impound area other than officials.*

**Proxy entry:**

If a Cub Scout is unable to attend race day, the registration fee and ability to run the race are forfeited. However, he would still be eligible to run at the council level.

**Racing:**

The Results will be calculated by the time of the fastest cars.  
For 1<sup>st</sup> and 2<sup>nd</sup>, and 3<sup>rd</sup> in Lion, Tiger, Wolf, Bear, Webelos, and AOL  
*Each Cub Scout will line up their own car on the track at the beginning of each race.*

**Awards:**

An awards ceremony will take place at the end of the Den Races.

1. Scouts' Choice Award: The Scouts will have the opportunity to vote on the car of their choosing, not their own, that they feel is the coolest car overall.
2. New Track Record Award: Awarded to the Scout who achieved the fastest time in each den at the end of the session, based on the previous year's track records.

**Post race:**

Derby cars will be picked up by a Cub Scout with an adult at the end of the race.

**Disputes:**

Disputes may be raised at the time of suspected infraction to any race official.  
An immediate tribunal of three officials will convene and render judgment by majority. If a decision can not be made within five minutes of open discussion, racing will continue with further deliberations at the end of the day. Once awards are distributed, all decisions are final.

**Conduct:**

This race, although held as a competition, is designed to teach the boys the following ideals.

- 1) Good sportsmanship, even when you don't agree or win.
- 2) Competition itself is the reward- winning isn't everything.
- 3) Not just speed counts, but artist representation and creativity are winning qualities also.
- 4) Next year, I get to "Do My Best Again", and hone my car-making skills.
- 5) Youth, not parents, should be designing and making the cars- those are the true winners.

**Compliance with stated rules:**

Cub Scouts and parents not following these directions/rules risk disqualification for non-compliance. In an effort to maintain the high standard of the race, high standards are expected. Please conduct yourself accordingly.

Note:

**Rule Name:**

Rule statement written out.  
*Italics are comments and clarification.*  
(Parentheses are notes regarding Council rules, not necessarily District rules.)