



## Official 2026 Seneca District Pinewood Derby Rules and Regulations



### 1. Body

- a. Cars must be built with the wood block furnished with the “Official BSA Pinewood Derby Car Kit” SKU #17006.
- b. Width – overall car width including wheels and axles shall not exceed 2 3/4 inches.
- c. Length – overall car length shall not exceed 7 inches.
- d. Height – car must be no taller than 4 inches in total and have no less than 3/8 inch clearance underneath. Starting peg rest no higher than 1 1/2 inches.
- e. Weight – the completed car shall not exceed 5.0 ounces. The car may be hollowed out and built up to a maximum weight by the addition of solid material provided it is securely built into or attached to the car. Loose or liquid materials are not allowed. To aid in a safe stop at the end of the track, it is recommended that weight be installed within the body of the car, on top, or no thicker than 1/8 inch on the bottom so as not to destabilize the car at the brake strip section.
- f. Shape – the car may be of any style, but no part of the car may extend beyond the front bumper which rests against the starting pin. “U” and “V” shaped front ends and quick start bars are not allowed. The most forward part of the car must be 5/8 inches or less from the bottom of the wheels to the point of the car that rests against the starting pin. The car may not be designed in any way which would give an unfair advantage at the starting gate.
- g. Springs, propellants, or starting devices of any kind are not permitted. The car must be freewheeling.
- h. Details added to the car such as steering wheel, driver, decals, etc. are permissible so as long as they are securely fastened to the car and do not exceed the car’s size limits. Do not use glass or excessively fragile parts. Any accessories that fall off the car must stay off for the duration of the entire race.

### 2. Axles

- a. Cars must be built with the axles furnished with the “Official BSA Pinewood Derby Car Kit” SKU #17006.
- b. Axles must be mounted directly into the wood body of the car. Axles must be installed parallel to the bottom of the car so as to run parallel with the track. Modifications to the axles that are allowed are straightening, sanding, polishing, canting, grooving, beveling, and tapering of axle head so long as the diameter of the axle is not reduced. Axle sleeves are not permitted.

### 3. Wheels

- a. Cars must be built with the wheels furnished with the “Official BSA Pinewood Derby Car Kit” SKU #17006. Stamped with either “Official Pinewood Derby” (newer kits) or “BSA Pinewood Derby” (older kits).
- b. Only the colored wheels sold at the Louisville Scout Shop are acceptable to replace the wheels included with the kit. SKU #647826, #660377, #647055, #647053, #647056, #647826.
- c. The tread area may not be rounded, grooved, or shaped to a point. The complete inside and outside lettering must be clearly visible on the outside sidewall. Polishing the wheel bore is allowed. Wheel bores may not be filled and redrilled to alter the bore diameter or to achieve a better fit with the axle. Truing and re-coning the tip of the inner hub is not permitted. Any other tampering with the wheels will disqualify the vehicle; this includes drilling holes, slots, or lathe turning. No wheel bearings, bushings, washers, or hubcaps are allowed. The wheels must spin on the authorized axle. Four wheels must be attached to the car; at least three wheels must be touching the track surface.

#### 4. Lubrication

Only dry graphite or dry graphite/moly lubricant is allowed. No liquid lubricants, waxes, polishes, soap, or other lubricants may be used. Dry graphite may be reapplied in between the regular and overall races, but only under the supervision of a Race Official and must be re-weighed before being allowed to race again. Over application of lubricant, which results in excessive shedding onto the track is not allowed.

#### 5. Magnets

- a. no magnetic material may be used on the car.

#### 6. Race

- a. If a car should lose a wheel or weight during a race, a racer will be given three (3) min to make the necessary repairs under the supervision of a Race Official and must be re-weighed before being allowed to race again.
- b. If a car should leave the track, all cars will re-run the heat.
- c. Should a car fail to register its time upon crossing the finish line, all cars will re-run the heat.

#### 7. General

- a. Race Day: NO late entries will be accepted. One car entry per participant.
- b. The car must be built for this year's race. Completed or partially completed cars purchased from a third party are not allowed.
- c. All cars MUST pass inspection before being allowed to race based on the rules and specifications stated above or they will not be allowed to race until the issue is resolved. Once the car is weighed in and accepted for competition, it will be placed in the custody of the Race Officials and will not be taken out until the car is scheduled to run. Cars will not be touched except by official Pit Crew staff or Race Officials.
- d. Race Officials have the right to disqualify any car which does not meet all of the stated rules and specifications. The Race Official's decision is final. If a Race Official makes a ruling and you wish to appeal, all Race Officials will be assembled and based on majority rule, the decision will be upheld or overturned.
- e. Race Categories will include SCOUT (Open and Finals), SIBLING (Open and Finals), and OUTLAW (Open and Finals).
  - The SCOUT and SIBLING Categories must follow the stated rules and regulations. Cars must pass inspection to race.
  - The OUTLAW Category is NOT required to follow the stated rules or regulations, but must be inspected to ensure they are safe to run. Max weight is 16 ounces. No CO2 powered cars permitted. Car must not risk damage to the track or injury to a spectator.
  - For the SCOUT Category, each individual Den will race as a Bracket. Each car in a Den Bracket will run three (3) Heats. The Cumulative time for each car for those three (3) Heats will be calculated and will be awarded 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place Regular medals. The three (3) cars with the lowest cumulative time from each of the 6 Den Brackets will move on to compete in the Finals Race for a total of eighteen (18) cars. The eighteen (18) cars will run three (3) Heats each. The three (3) cars with the lowest cumulative time will be awarded 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place Overall trophies.
  - For the SIBLING Category, each car will run three (3) Heats. The Cumulative time for each car for those three (3) Heats will be calculated and will be awarded 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place medals.
  - For the OUTLAW Category, each car will run three (3) Heats. The Cumulative time for each car for those three (3) Heats will be calculated. The car with the lowest cumulative time will be awarded winner of the Outlaw trophy.

**This is a friendly competition! Any disrespectful behavior will not be tolerated! Remember to "Do Your Best"!**

**Questions or Information? Contact Natalie McKee (407) 443-3978 nmckee167@yahoo.com**

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