



Pack 890 Pinewood Derby Rules and Regulations

Each car must pass inspection at check in based upon the construction rules before being registered to race.

Only race officials can handle cars once final inspection approval has been given. No scouts or parents shall handle cars once races have begun.

Race heats are designed so that cars race multiple times in multiple lanes against different opponents, and not just in the same lane or opponents repeatedly.

Winners will be determined based upon a point system, where each car gets points based on the placement in each heat. 1 point for 1st place, 2 points for 2nd place, and so on. Cars with the fewest points are the winners.

If a tie in points occurs, tie breaker rules are in place based upon other race performance factors (such as overall speed).

Each Cub Scout rank group will race in heats as a group. There will be 1st, 2nd, and 3rd place awarded in each rank group. Some rank groups may be combined if not enough Scouts register in each rank group. The top three finishers from each rank group will then move on to race in the Grand Finals round, where a 1st, 2nd, and 3rd trophy will be awarded for being the top racers in the Pack.

Construction Regulations

Width — no wider than 2 3/4"

Length — no longer than 7"

Weight — Not over 5.0 ounces

Width between wheels — 1 3/4"

Bottom clearance between car and track — 3/8"

- The car must be built from the parts included in an official Scouting America Pinewood Derby car kit or other officially licensed Scouting America Pinewood Derby products sold at Scout Shops
- Wheel modifications including bearings, washers, and bushings are prohibited
- The car must have been built for this year's race, and not from a previous race
- The front end of the car may not protrude past the starting pin
- The car shall not ride on springs
- Only dry axle lubricant (graphite powder) is permitted
- Details such as steering wheel, driver figure, spoiler, or other props are allowed as long as these details do not exceed the maximum length, width and weight specifications