



Official Rio Grande Council, BSA Pinewood Derby Rules  
**ALL CARS MUST PASS INSPECTION TO QUALIFY FOR THE RACE**  
Following are the inspection points

1. The car weight shall not exceed 5.0 ounces. The official race scale shall be considered final.
2. The overall length of the car shall not exceed 7 inches.
3. The overall width of the car shall not exceed 2  $\frac{3}{4}$  inches.
4. The car must have 1  $\frac{3}{4}$  inch clearance between the wheels.
5. The car must have  $\frac{3}{8}$  inch clearance underneath the body.
6. **Must use an official BSA pinewood derby kit.** The block may be shaped any way that is desired.
7. The wheels supplied with the kit must be used. The wheels may not be cut, thinned (the diameter of the wheel must not be changed at the axle) or drilled. You may remove the seam from the wheels.
8. The axles supplied with the kit must be used. They may be polished or lubricated.
9. Wheel bearings, washers or bushings are prohibited.
10. The car must not ride on any type of springs.
11. The car must be freewheeling, with no starting devices.
12. No loose material of any kind, such as lead shot, may be used. Each car must pass inspection by the official inspection committee before it will be allowed to compete. The Inspection Committee has the responsibility to disqualify those cars that do not meet these specifications.
13. The car may have no moving parts.
14. If, during a race, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.
15. If a car leaves its lane, at his sole discretion, the track chairman may inspect the track, and if a track fault is found which probably caused the initial violation, the track chairman may order the race to be rerun after the track is repaired.
16. If, during a race, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.
17. If, during a race, a car leaves its lane and, in so doing, interferes with another racer, then the car at fault shall be declared to have lost the race heat.
18. Construction of ALL entries **MUST** have begun **AFTER** last year's races.
19. Only one car may be registered by any person in the Pinewood Derby.
20. Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track.
21. Only one lubricant is allowed before **CHECK IN**.
22. 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.
23. The cars can no longer be touched once check in is complete and the car has been turned over to the inspection committee.
24. **The official wheels and axles must be used from the Cub Scout Pinewood Derby Kit.**