



Race Dates and Schedule

Saturday February 21, 2026 - Pinewood Derby - 1:00 - 1:30pm Registration

All cars must be registered prior to 1:30pm start time to setup the race software.

Races start shortly after 1:30pm

Den Round - Each scout will race 3 times against their Den

Each Den will have a minimum of 3 heats (varies based on number of scouts)

Lions

Tigers

Wolves

Bears

Webelos

AOL

Family Round (siblings, parents, anyone else who made a car)

Finals Round

Fastest 6 cars from Den Round will race

**Fastest by Time (Time determined by electronic timing software)*

6 Heats in the finals

Wear your Class A Uniform - Be Proud!



Awards

Award Categories

- Racing
 - Top 3 finishers by Den
 - Top 3 pack finishers overall
- Scout Spirit Design
 - Car that displays the best Scout Spirit design
 - Voting - 1 vote per person
 - Scouts and family members can vote
 - Do not vote for your own car
- Best Overall Design
 - Car that has the best overall design
 - Voting - 1 vote per person
 - Scouts and family members can vote
 - Do not vote for your own car
- Best Car Name
 - Car that has the best & most clever name
 - Voting - 1 vote per person
 - Scouts and family members can vote
 - Do not vote for your own car

*Any voting tie will go to tiebreaker (Pack Leaders)



Rules

- Refer to Pack 3321 Rules (*see next few pages*)
Not all packs have the same rules!
- Cars will get checked in at Inspection. Once they pass inspection and placed into the Paddock, they cannot be touched, altered or adjusted
- Your car will need to be named for voting purposes, so come up with name ahead of time
- Length: 7 inches
 - *Do not add items (weights/guns/spare tire etc) to the back/front of the wood block as it will be too long*
- Width: 2 ¾ inches
- Height: 3 inches
- Weight: 5.0 ounces
 - As weighed by the Pack scale on race day
 - *Hint: Use food scale or Post Office scale if needed while building*
- No moving parts or loose items
- Wheel bearings, washers, bushing prohibited
- No axle bending, rail riding, or three wheeling
- Make a NEW car each year



Rules

- Honesty is a Cub Scout core value.
- Use Family Teamwork
 - The scout is in charge!
- As the boss, the scout sets the example – be committed!
- Only use BSA body, wheel and axle parts.
 - Do not buy body, wheels, axles from anywhere but the Scout Shop.
 - Do not buy “speed” wheels/axles or pre-built cars from the internet – it’s cheating!
- Cosmetic aftermarket parts OK

HAVE FUN!!!!



Pack 3321 Official Rules

Race Car Rules

- 1. All cars must use the basic wheels, wood block, and axles from the Official BSA Grand Prix Pinewood Derby Kit.
- 2. WIDTH: Finished car's overall width (wood, wheels, axles) cannot be more than 2 ¾ inches.
- 3. LENGTH: Finished car's overall length cannot be more than 7 inches (it can be less)
- 4. WEIGHT: Finished car's weight cannot be more than 5.0 ounces.
 - The weight shown on the official race weigh-in scale is final.
 - All car parts and accessories must be firmly attached. All weight must be securely fastened to the car – do not use tape.
 - Weights shall be passive – i.e. non-moveable, non-magnetic, non-electric, non-sticky, etc.
 - To increase the car's weight, add wood or metal only. Do NOT use mercury to add weight, because it's not safe.
- 5. CLEARANCE: The bottom of the car must clear the ground by at least 3/8 inch.
- 6. WHEEL PLACEMENT: The wheels must be at least 1 ¾ inches apart at the axles. The car body must be intact and be 1 ¾ inches apart at the axles.
- 7. WHEELBASE: You may NOT change the wheelbase (distance between front and rear axles). You MUST use the nail slots already positioned on the block of wood. If the front of the body is cut, the wheels may not extend past the wood (they can extend past the back).
- 8. WHEELS: Use ONLY Official Scout Grand Prix wheels and axles.
 - Use only BSA wheels - Colored wheels available at the scout shop if needed for design (no aftermarket/internet wheels)
- 9. WHEEL TREATMENT (hub and tread smoothing and polishing): You may lightly sand the wheels to remove the molding seam on the tread.
 - The decorative dots on the wheel tread may not be removed. Wheel treatment may not result in reducing the wheel width from the original kit wheels.
 - No other wheel changes are allowed; you may not use wheel coatings, bearings, washers, or bushings.
 - No hubcaps, including stickers, will be allowed. Axle (nail) heads must be visible.



Pack 3321 Official Rules

Race Car Rules continued:

- 10. AXLES: Use only original nails supplied with the BSA kit. You can polish the axles. Use wood glue, model cement, or clear epoxy to hold the pin axle in the body. The inspector must be able to see the axle.
- 11. SPRINGING: The car may not ride on any type of springs.
- 12. DETAILS: Details such as steering wheel, driver, decals, painting, are okay. All detail items must be firmly attached (eg. glued). Loose items that may fall off during a race are prohibited. The finished car with details must meet the maximum length, width, and weight rules. Cars with wet paint will not be accepted.
- 13. GRAVITY POWERED: The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.) No part of the car may extend in front of the starting pin.
- 14. LUBRICATION: Use DRY powdered graphite or dry white lubricant with Teflon ONLY. You may not use any other lubricant, especially liquids (eg. Nyoil II, Krytox 100, other oils, and silicone sprays). No lubricant may be applied after car inspection and check-in. Once the car is impounded, do not reapply lubricant between races. Application of lubricant is PROHIBITED INSIDE the building on race day. Apply any necessary lubricants at home or outside the building.
- 15. INSPECTION: Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors will disqualify any car not meeting these rules. Any adult or Scout may appeal the findings of the Inspectors to the Race Committee Chairperson, whose decision is final.
- 16. No previous year's car may run in a race (except for use in the sibling race).



Crooked River District Rules

[Link to Crooked River District Race Day Rules](#)

Date, Time, Details are TBD

Will post district rules when available. If anything is different from our pack, will highlight those differences.



Labeling your car

We have not labeled the car in the past few years.

If we do, we will label the bottom of the car.



*A pack our size may not use numbering



See you on race day!

