

WELCOME TO SOUTH FLORIDA COUNCIL'S

PINEWOOD DERBY

The Pinewood Derby, one of Cub Scouting's most popular and successful family activities, will be held at Camp Elmore February 22, 2026.

Pinewood Derby cars (small wooden models that Cub Scouts make with help from their families) are powered by gravity and run down a track. Every Cub Scout has the opportunity to design and build their own "grand prix" car to enter in the race. Win or lose, participating Cub Scouts should take pride in having done their best, as well as learning craft skills, rules of fair play, and good sportsmanship – all things they will remember for life.



Contents

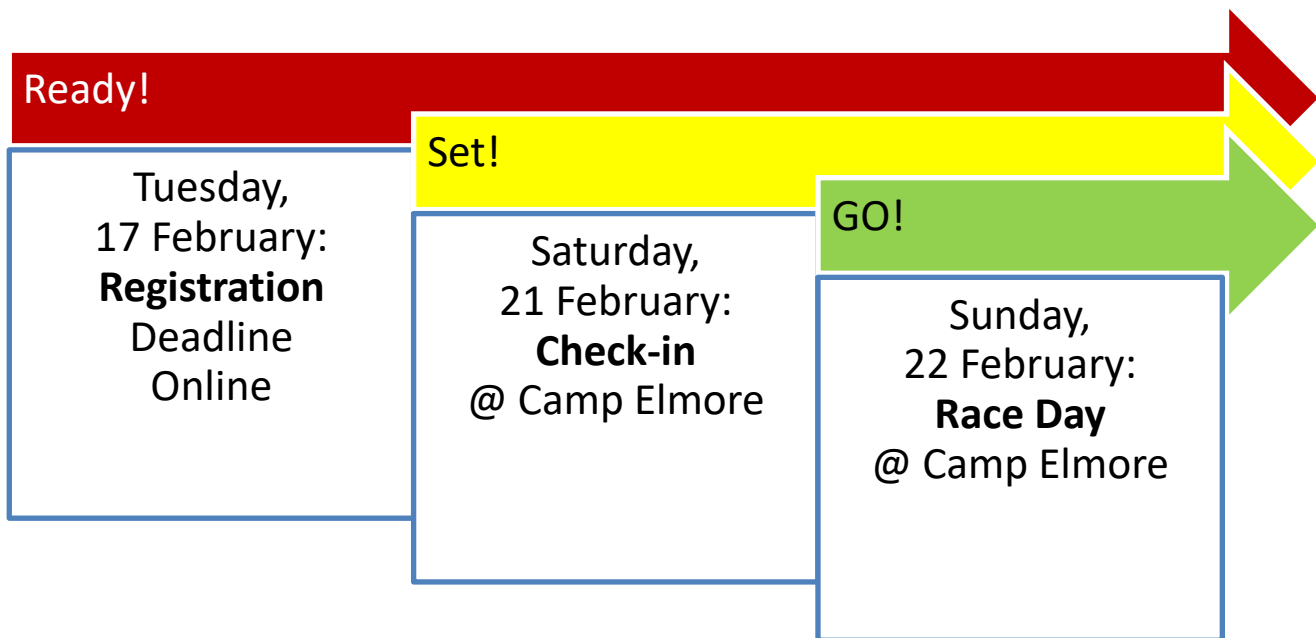
DATES, REGISTRATION & IMPORTANT INFORMATION	1
DON'T MISS THESE DEADLINES!	1
2026 CUT WORKSHOP DATES:	2
CAMPING AT ELMORE ON RACE WEEKEND	2
AWARDS	2
RACE CAR SPECIFICATIONS & ENTRY RULES	3
CAR CHECK-IN:	4
RACE DAY: WHAT IS NEEDED	5
RACE TIMES & TRACKS	5
REGULATION RACE	5
CHAMPION'S RACE	6
SIBLINGS AND FRIENDS RACE	6
ADULT "OUTLAW" RACE	7
JUST FOR FUN RACES	7
THANK YOU!	7

DATES, REGISTRATION & IMPORTANT INFORMATION

DATE/TIME:	Sunday, February 22 nd , 2026. Doors open at 8:30 am. 1 st race starts at 9:15 am.
LOCATION:	Camp Elmore, 3551 SW 142nd Ave, Davie, FL 33330
COST:	\$13 per racer if registered by Feb 3 rd . \$18 per racer Feb 4 th – Feb 17 th . Refunds are not available.
REGISTRATION:	All participants (including any Siblings, Parents, or Friends) must preregister online using this link. https://sfcscouting.org/events/2026-council-phoenix-pinewood-derby
REGISTRATION DEADLINE:	The Registration link closes on Tuesday, February 17th at 11:55pm.

AUDIENCE: Families, siblings, and friends are welcome to attend; but children must be supervised by an adult. Childcare is not provided.

DON'T MISS THESE DEADLINES!



EVENT CONTACTS:

Event Chief and Pinewood Derby Chair
Phoenix District Executive
Panther/ Sawgrass District Executive

Paul Beavers
Natalie Tundidor
Alexander Henderson

BeaversbPaul@aol.com
Natalie.Tundidor@scouting.org
Alexander.Henderson@scouting.org



2026 CUT WORKSHOP DATES:

No wood-working tools? No problem! Bring your Pinewood Derby kit to a cut workshop and leave with a car ready to paint! Workshops can be attended by any scout, sibling, friend, or parent.



District host	Date	Time	Location	POC
Phoenix	10 January	9:00 am – 1:00 pm	Grace Lutheran Hall, 254 Curtis Pkwy, Miami Springs, 33166	Natalie Tundidor
Sawgrass	9 February	6:30 pm – 8:30 pm	Plantation United Methodist Church 1001 NW 70th Avenue Plantation FL 33313	Paul Beavers

CAMPING AT ELMORE ON RACE WEEKEND

Units wishing to camp at Elmore for the weekend of the race can follow this link to make reservations:

<https://sfscouting.org/camps/camp-elmore/>



AWARDS

SPEED AWARDS:	STYLE AWARDS
<p><u>Medals</u> awarded to 1st, 2nd & 3rd place winners of <i>each</i> divisional race.</p> <p><u>Certificates</u> awarded to 1st, 2nd, and 3rd place winners from each District</p> <p><u>Trophies</u> awarded to 1st, 2nd & 3rd place winners of the Overall Council Champion race.</p>	<p>For participants who are more interested in style than speed, there will be creative awards as well!</p>

RACE CAR SPECIFICATIONS & ENTRY RULES

- 1) Each racing car must be new - never raced in previous derby races.
- 2) 🎯 Need an idea for a car? New to Pinewood Derby racing?
Check out <https://scoutlife.org/pinewood-derby/>
- 3) Material and dimensions:
 - **Main body** Structure must be made of wood
 - **Width:** Not to exceed 2 ¾" inches
 - **Width between the wheels:** no less than 1 ¾" inch (to clear the center guide rail)
 - **Length:** Not to exceed 7" inches including all accessories
 - **Weight:** Not to exceed 5.0 ounces
 - **Height:** Not to exceed 4" inches
 - **Minimum distance between the bottom of the car and the track** shall be 3/8" so the car will clear the center guide strip. This distance also applies to any protrusion from the bottom of the car such as weights.
 - The center of the front of the car should rest against the track's start pin so that **no part of the car extends past the leading edge of the start pin.**
- 4) The car's official weight is determined by the official race scale used during inspection.
- 5) Design and details such as steering wheel, driver, spoiler, decals, painting, interior, and exterior detail are permissible as long as the car meets the length, width, height, clearance, and weight specifications.
- 6) Only dry powder lubricant / graphite is permitted.



7) Car Wheels & Axles

- The car must use official BSA Cub Scout wheels & axels (see example picture) from the "Official Pinewood Derby® Car Kit", catalog #17006, or those purchased from Scoutshop.org.
- All four wheels must touch the track.
- The nails must be inserted into the original grooves provided by the pinewood derby kits. Alternate grooves and insertion points are not permitted.
- Wheels may be polished; but you cannot lighten the wheels. (For example, no material can be removed from inside the wheel.)
- Electro-graphite coated axles are **not allowed**.
- Lathing, Angling, Canting, Reshaping, Round Crowning, Tapering, H-ing, V-ing, or dishing the tread surface are **not allowed**.



8) Only the following kits are permitted:

- The BSA “Official Pinewood Derby® Car Kit”, catalog #17006. These are the kits that were distributed to our Scouts.
- Any of the official “pre-cut” Pinewood Derby car-kits available on Scoutshop.org, such as “Tank”, “Stock Car”, or “Muscle Car”.



9) Weights can be purchased from any vendor.

- Mercury is not allowed.
- Lead weight, if used, must be completely sealed and safe from all possible contact with youth.


10) A car number will be attached to the car using a small adhesive-backed label by the “Official Race Team”. The location for this number will be on the upper rear portion of the car so that the “Official Pinewood Derby Starter” can easily identify the correct car and its proper directions of travel.

11) Prohibited Items include:

1. Springs,
2. Starting devices, propellants, or other propulsion,
3. Liquids, wet paint, oil, sticky substance, or powders of any kind (other than axle lubrication),
4. Wheel bearings, washers, and bushings,
5. Hubcaps covering the nail head, and/or
6. Loose/moving objects (Must be removed before the race)

***Remember why we are doing this. All of these rules are to keep the races even and fun. There is a difference between misalignment and raising your wheel off the track... So do your best to follow the rules and allow the race officials to worry about everyone else.

CAR CHECK-IN:


 Tip: To ensure check-in goes smoothly, we recommend that each Pack holds their own preliminary check-in event before the cars are brought to the final check-in.

Check-in will be held Saturday, February 21 at the main pavilion at [Camp Elmore](#) between 09:00 am – 12:00 pm, 5:00 pm – 7:00 pm.

Cars not turned in/inspected by 7:00 pm on 21 February will not race. There will be NO Check-ins on race day.

- Only registered racers (see above) will be permitted to check-in.
- Each Scout may enter only one car in the competition.
- It is the participant’s responsibility to make sure the car is inspected/turned in before the close of check-in.
- Cars with wet paint or wet glue will not be accepted.
- Car owners will be informed of violations and given an opportunity to modify the car to meet the rules below.
- Tools and weights will be made available at check-in for the making of final adjustments. Graphite will also be available for final lubrication of the wheels.



- If the car cannot be modified before check-in closes, it will not be allowed to race.
-  Make sure you tune your car before turning it in.
- Once the inspection is complete, each car will be sequestered to make sure the cars are not altered/changed after the inspection.

If you can't come on check-in day:

- DO: Have someone from your Pack check your car in for you
- DO: Reach out to the Event Chair to make other arrangements
- DON'T: Show up on race day expecting to be checked-in

RACE DAY: WHAT IS NEEDED

- ✓ Registration and check-in completed on-time in advance
- ✓ Registered scouts must be in their Class A uniform.
- ✓ A great attitude!
- ✓ Current BSA Health and Medical forms (Sections A & B only) kept for the registered scouts by their pack.
- ✓ Optional items include sunscreen, water bottles, chairs, toolbox, and camera.

RACE TIMES & TRACKS

Doors open at 8:30 am

Race on Track 1 Aquatics Pavilion	Race on Track 2 Main Pavilion	Call Time	Race Time
Divisional Race: Bear	Divisional Race: Lion	9:00 am	9:15 am
Divisional Race: Webelos	Divisional Race: Tigers	10:30 am	10:45 am
Divisional Race: AOL	Divisional Race: Wolves	12:00 pm	12:15 pm
Champions Race	Siblings and Friends	1:30 p.m.	1:45
Outlaw	Just for Fun	3:00 p.m.	3:15

REGULATION RACE

The Pinewood Derby is a parent-scout project. Parents should feel free to give age-appropriate guidance and assistance to the scouts in building their Pinewood Derby cars, but cars should be substantially built by the scouts. After all, this is an activity for the scouts, not a parent competition! This is a chance for your scout to be part of a team (he and you), and to enjoy the spirit of friendly competition with his peers.

- 1) Parents are requested to discuss sportsmanship with their scouts. While everyone will, and should, be trying to win, it is essential to start out by remembering the Cub Scout Oath, Law, and Motto ("Do Your Best") and some of the basic ideas behind good sportsmanship.



- 2) Races will be held on two tracks. Please see the above schedule for your track and race time.
- 3) Races will be timed. Each car will race on each open lane of the track. The best time for each car will be counted towards the overall place of the car.
- 4) Unscoutlike or unsportsmanlike conduct by any participant (including audience members) will be grounds for expulsion from the competition and/or race area.
- 5) In the event a car becomes damaged, the Scout must immediately inform a Race Official. If the damage can be repaired in a reasonable amount of time (a few minutes), then repairs will be allowed and the race in which the car was damaged will be run again.
- 6) A scout does not need to attend the race for his car to be included in the race. The car must be properly checked-in before the race.
- 7) All questions of rules interpretations and procedures must be made to the Pinewood Derby Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedures may be appealed to the Race Official onsite and ultimately by the Pinewood Derby Chair. All decisions of the Pinewood Derby Chair are final.
- 8) Any car judged to have violated either the letter of the rules or the spirit of fair competition may be disqualified at the sole discretion of the Race Officials. So if you think your design might push the rules a little too far, ask for a ruling from the Pinewood Derby Chair before you proceed.

CHAMPION'S RACE

*The 1st 2nd and 3rd place winners of each divisional race will compete against each other to determine the overall South Florida Council 2026 Pinewood Derby Grand Champions (1st, 2nd, and 3rd).

Siblings and Friends are not eligible for the Champion's Race.

SIBLINGS AND FRIENDS RACE

To give siblings and friends the chance to enjoy racing a car of their own, we created the Siblings and Friends Race. Pour your competitive creativity into a Pinewood Car of your own! The "Rules" are as follows:

1. Any sibling or friend of a competing scout is eligible to enter their car in the siblings race
2. The racer must have completed registration on time
3. The car must pass the same inspection as the regulation cars
4. After a car has passed inspection, it will be placed in a series of designated staging locations. No modifications will be allowed after inspection. It will remain in the possession of the Pinewood Derby Staff until all races have been completed, results have been tallied, and design judging finalized.
5. Siblings and Friends cars may be cars constructed from previous years.
6. 1st, 2nd, and 3rd place siblings winners will receive award certificates and bragging rights.

ADULT "OUTLAW" RACE

For kids at heart 18+ who really want to push the limits of their creativity! The "Outlaw" rules are as follows:

1. The racer must have completed registration on time
2. Outlaw Cars must be checked in before the race (see the times and location above).
3. The race official can disqualify any design that might damage the track. Use your good judgment.
4. Outlaw cars may be cars constructed from previous years.
5. Outlaw cars may utilize methods of propulsion that **do not** involve liquid lubricant or any other means that could affect the integrity of the track.
6. Weight can be no more than 1 pound (453.59 grams).
7. NO wet paint, sticky substances.
8. NO glass, excessively fragile parts.
9. NO Loose objects on or in the car. All weight must be securely fastened or embedded in or on the car.
10. The cars must fit on the track:
 - a. Minimum distance between the bottom of the car and the track shall be 3/8" so the car will clear the center guide strip. This distance also applies to any protrusion from the bottom of the car such as weights.
 - b. Width between the wheels: no less than 1 3/4" inch (to clear the center guide rail)
11. Outlaw Races will be timed. Each car will race on each open lane of the track. The best time for each car will be counted towards the overall place of the car.
12. 1st, 2nd, and 3rd place Outlaw winners will receive award certificates and bragging rights.

JUST FOR FUN RACES

After the timed events, a track will be available for races just for fun. Anyone can compete against anyone, and there will be no judging or prizes. The tracks will be supervised to ensure that the tracks are not damaged. **No Outlaw cars** please; Outlaw cars will be run on a separate track.

THANK YOU!

From all of us at South Florida Council we truly hope you enjoy the event and making the cars with your Cub Scout. Let us remember to make the event fun and fair, so all cub scouts get to experience healthy competition at this great event.