

National Royal Rangers Office
Pinewood Derby Rules for National/Regional Sanctioned Events

The following are national guidelines and specifications for the Pinewood Derby car. These guidelines and specifications will be used at the national and regional sanctioned events. Although they are suggested for use at the district level, rules in your district may vary.

General Rules and Pinewood Derby Car Specifications

1. A contestant may enter only one car per racing class.
2. In order to be eligible for competition (either racing or workmanship), a car must fit on and roll down the track without interfering with any other car.
3. Cars (except those entered in the unlimited class) must meet the following standard race guideline specifications below.

Note: Check the kit block before you start to make sure that it does not exceed any of the requirements.

A. Maximum Length (including all attachments)	7 ½ inches
B. Maximum Width	2 ¾ inches
C. Maximum Height	3 inches
D. Maximum Weight	5 1/2 oz. (156 grams)
E. Minimum Under Car Clearance	3/8 inches
F. Minimum Distance Between Wheels	1 ¾ inches

Recommendation: Each outpost should build or obtain a jig that checks all dimensions specifications at one time

4. Pinewood Derby cars must be purchased through GPH
5. The contestant may add weights to the car in order to bring the car to the maximum allowed weight. Weights must be an integral part of the car. They may be placed inside the block, mounted as an ornament, or be otherwise permanently attached. Weights may not be taped or set on a car. If weights or any other part of a car comes off during a heat, the heat will be re-run. If the same car or parts leave the track again, the car is disqualified from racing. No heat/race will be delayed while repairs are made.
6. Once a car has been registered, no further work may be done to it. A place should be designated to lubricate and work on cars before they are registered.
7. The following racing classes are recommended:
 - A. Ranger Kids
 - B. Discovery Rangers
 - C. Adventure Rangers
 - D. Expedition Rangers
 - E. Commanders
 - F. Engineers Class (for racers that do not meet the specified "standard race" guidelines)
 - G. Unlimited Class
 - H. Grand Champion

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8. **Unlimited Class:** As the name implies, this is a class in which you can use all your ingenuity and imagination; however, you must use the parts in the kit for their designed purpose. The class is open to anyone who enters any of the other classes. There are a few simple rules to follow.
- A. The car must be made from an authorized Pinewood Derby kit (GPH) using all the parts in their proper locations.
 - B. The car may not be entered in another class.
 - C. Standard specifications listed in rule 3 are waived; however, the car must fit on the track and run on the track without interfering with other cars.
 - D. No car shall weigh more than 8.5 oz.
 - E. No car may exceed 8" in length.
 - F. All other Royal Rangers Pinewood Derby rules apply.
9. **Engineers Class:** This class is used for entries that do not meet the "standard Race" guidelines outlined in rule # 3
10. **Grand Champion:** All first through third place winners in each class, except unlimited class, may compete in the final racing after all other races are completed. This competition will be called "Grand Champion."
11. **Workmanship/Design:** Each contestant may enter one car in this event per class they enter. It does not have to be the same car entered in the race, but it must meet the same qualifications (fits on and is able to roll down the track) as cars entered in the race classes.
- A. The judges will not converse while judging.
 - B. Any comments will be in writing and consist of the car number and score using the "Workmanship Judging Scoring Sheet." (A sample form is available in ***Pinewood Derby Racing***, available from Gospel Publishing or through the [Royal Rangers online store](#).)
 - C. Score sheets will be given to the officer in charge as soon as a judge has completed judging.
 - D. These are the areas to judge cars in:

Originality: Was the design the idea of the artist himself? How much creative thought went into the design. (Score 0-20)

Craftsmanship: (The skill the workman showed in cutting, carving, sanding and detailing the car.) Did the owner make the car's extra ornaments or were they something bought and attached? (Score 0-50)

Color and Appearance: What is the outward appearance? Is the painting of the car appealing? Are the color and paint even all over? Is the appearance pleasing to the eye? (Score 0-30)