

Pintwood Derby 2026 Official Rules

Awards

Prizes for First, Second, Third place and Turtle as well as Best Design, Best Paint Job, and Most Original. No bribes will be accepted...unless it contributes to the overall success of our fundraising effort. Only kidding...maybe...

General Race Rules

This isn't rocket science. While we don't want to take our derby too seriously, there are some rules. Keep in mind that we will have inspectors at race day check in who will evaluate each car.

Play hard but play fair!

1. Must be 18 or older to enter.
2. All cars must pass inspection to qualify for the race division. Inspectors' decisions are FINAL.
3. 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.
4. 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.
5. 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.
6. 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.
7. Once the car is officially weighed in, there will be no more adjustment to the car, including further lubrication for that day of racing.
8. Turtle Race – The 4 slowest cars will compete for the Turtle Award. The slowest car that *finishes* the race wins.

Car design rules below:

Pintwood Derby – Build Rules

Dimensions

- Width – 2 $\frac{3}{4}$ " Maximum.
- Length – 7" Maximum.
- Height – 5" Maximum.
- Width between wheels – 1 $\frac{3}{4}$ " Minimum.
- Bottom clearance – $\frac{3}{8}$ " Minimum. Anything less than this could drag on the track.

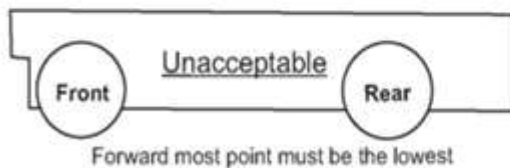
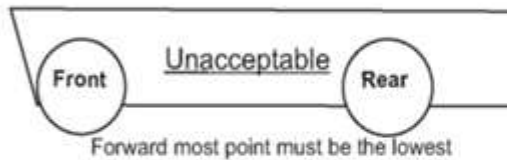
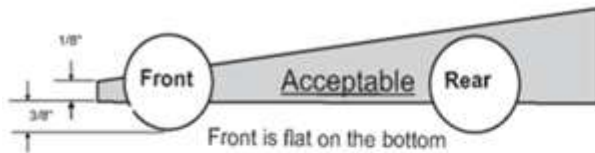
Weight

- Weight – Maximum of 5.0 ounces. The scale at the weigh-in is the official scale.

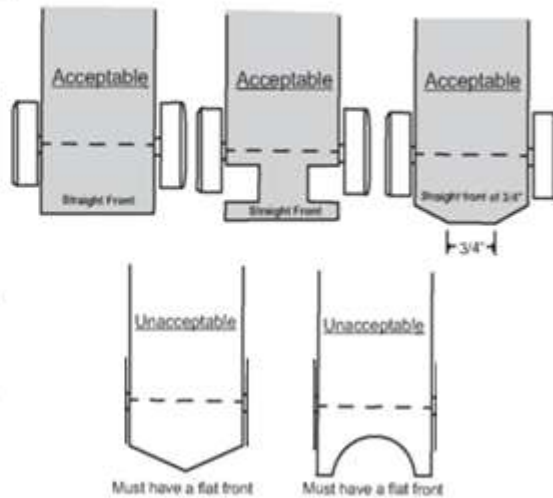
Rules

- Late Entries – No late entries will be allowed due to the time constraints of the race.
- Wheels:
 - a. Wheels must be constructed of plastic, rubber, or polyurethane.
 - b. Wheel hubs may be made of metal, but may never come in direct surface contact with the track.
 - c. There must be at least four wheels on the car.
 - d. The wheels must be attached directly to axle and spin freely.
- Axles must not be connected to any device that mechanically alters rotation or spin.
- Any additions to the car must not exceed the dimensions above.
- Only dry lubricant is permitted. Over-application of lubricant, which results in excessive shedding onto the track, is not allowed.
- The car must be free-wheeling, with no starting devices.
- Each car must pass inspection by the official inspection committee before it may compete. If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh in time period to make the adjustment.
- Once a car has passed inspection, the car will be quarantined. Further modifications to the car will not be allowed once it is quarantined. The car will be raced in the quarantined condition.
- During the racing event, cars can only be handled by a race official
- No part of the car body may protrude in front of the starting peg and the front end of the car must meet the following specifications:

Front end design specifications:



Front end design specifications:



CAR REPAIR DURING THE RACE:

- If a car loses a wheel, or is otherwise damaged, the racer shall have 5 minutes to make repairs.
- If a wheel or weight of a car falls off during the race, the car's position in the schedule may have to be adjusted. The car will be disqualified unless the person responsible for the car makes repairs within 5 minutes and it is possible to give the car a new position in the schedule.
- Note the car must be re-weighed following repairs and adding weight other than the piece that fell off is not allowed.
- Lubrication of the car is not allowed. These rules are designed to be fair, encourage good craftsmanship, and limit delays to the race. Cars needing repeated repairs might be disqualified.
- No lubrication of cars during the race is allowed.

Prohibited Items:

1. Springs
2. Starting devices or propellants
3. Liquids, wet paint, oil, sticky substance, or powders of any kind (other than axle lubrication)
4. Glass or excessively fragile parts
5. Devices which extend past the front of the car
6. Loose objects on car
7. Magnets

Appropriate behavior is expected of everyone. We're just trying to have fun and raise money for a good cause.