

2025 Lake Region District Pinewood Derby

Saturday, March 29th, 2025



Location:

*First Presbyterian Church Haines City
104 Scenic Highway, Haines City, FL 33844*

Who: The District Pinewood Derby is open to any Scout who built a pinewood derby car this Scout year. It does not matter how they did in the Pack race; the district race is open to everyone.

Entry Fee

Car Registration is \$10 per car for either Design or Race. If you wish to enter your car into both, the cost is \$20. You must register and pay online through the council website.

RACE REGISTRATION, INSPECTION, and SCHEDULE

Division	Registration and Inspection	Race Times
ALL	10:00 am – 10:30 am	
Lions/Tigers		10:45 am
Wolf/Bears		After Lions/Tiger
Webelos/AOL		After Wolf/Bear
Finals – 1st, 2nd, and 3rd place winners from all divisions		After Webelos/AOL

Awards Ceremony

DESIGN CATEGORIES

Categories: Antique/Vintage Car, Best use of add-ons, Not a Car



RACE DAY
Lake Region District
2025 PINEWOOD DERBY RULES
FOR DISTRICT RACE

Car drop-off Inspection

1. To ensure fairness, the same scale will be used for all cars.
2. The scale will always be re-zeroed (tare) before each car. Graphite buildup on the scale may affect car weights.
3. Once the car has passed inspection, it cannot be touched or handled by the Scout or Akela.
3. If a car is touched by a Scout or Akela, it should always be returned to the scale for weighing and inspecting.
4. Due to variations in tracks, the rules provide a recommended clearance of 3/8 inch; however, most tracks allow for lower clearances with no problems. Cars not passing the 3/8 inch clearance guideline will be physically checked on the track curve.
5. Cars that fail inspection will need to be modified and then brought back before race time for inspection.

Wheel Types

BSA, and now Revell, has introduced several different wheel types and colors in recent years. All of these wheels are legal for race use. You should ensure that the car's wheels have "Official BSA" written on the inside of the wheel. In addition, you should ensure that the wheels have not been illegally cut down or lightened. The most common method for doing this is removing material from the inside of the wheel tread, making it thinner.

Race Day Rules

New Work: Official cars must be built new for this season and cannot have been raced in previous years

Car Kits: The Scout must use an official BSA Pinewood Derby kit, not a Pine Car kit or other car kit types. Each car must be made from a BSA pinewood block and not assembled from a purchased kit (I.e., any of the Revell or other manufacture kits that include all of the parts and pieces). A scout may purchase official BSA-approved parts and pieces for the vehicle. However, a scout may use colored wheels sold by Revell® Inc. under license by the Boy Scouts of America. You must ensure that the parts originated from an official BSA kit if you purchase bodies, wheels, or axles from non-BSA sources. Kit cars will not be allowed in the design or race classes.

Race Cars and Design Cars: A scout can enter their car into Race and Design. The entry fee is \$10.00 for either Race or Design or \$20.00 for both. Cars entered into both Race and Design must meet Race specifications.

Weight: The car's weight must be 5 ounces or less. Due to varying types of scales, this may be 5.0 or 5.00; and not every scale will be calibrated the same. The official race-day scale is final.
Movable or liquid weights that shift the center of gravity of the car when the car is tipped or rolled are prohibited

Dimensions

- The maximum length of the car must not exceed 7 inches.
- The maximum overall width of the car, including wheels and axles, must not exceed 2-3/4 inches.
- The maximum height of the car must not exceed 4 inches.
- The minimum width between wheels must be 1-3/4 inches.
- Recommended clearance between the bottom of the car and the track is 3/8 inch. If the clearance is less than 3/8 inch, the car will be checked on the track to verify that it does not contact the track surface.

Power: Cars must be gravity-powered only. No power-assist devices such as rubber bands, springs, or magnets are allowed

Wheels/Axle Placement: The car must roll on the wheels and axles from the kit. The wheels must be attached directly to the axle and spin freely. Use of the axle slots is not required. You may drill holes to attach the axles and extend the stock wheelbase, but you cannot have a wheelbase shorter than 4". There must be at least four wheels on the car, and it is required that three of the wheels make contact with the track.

Wheels/Axle Modifications: You may modify the axles. You may not change the wheels' size, shape, dimensions, or weight in any way. You may paint, polish, or rub graphite on any wheel part. No additional items may be added to the wheels or axles, such as washers, springs, bearings, sleeves, bushings, O-rings, etc.

Lubrication: Only dry lubricants, including graphite powder, Teflon powder, or others, may be used to lubricate wheels. Non-dry lubricants, including those with petroleum, solvent, or non-dry base, may attack the plastic wheels, keep them from turning freely, or damage or contaminate the track, and are prohibited under any circumstances.

Wheels and axles should be lubricated, if desired, before being inspected and checked in. Race organizers will not provide graphite powder lubricant at check-in or registration dates.

Once the car is impounded after the inspection and weigh-in, it may NOT be re-lubricated.

Lubricant reservoirs that are built into the car are prohibited.

Staging: The car nose must not be pointed or forked. No part of the car can protrude past the starting pin.

Weight & Decorations: All weights, decorations, stickers, paint, etc., must be securely attached to the car and non-moving. The cars cannot have any removable parts

Inspection: The inspection judges evaluate each car's adherence to the technical standards. Once a car has passed inspection, it will be impounded for the duration of the race. No further handling by non-race officials is allowed. Any car, at any time, up to and including the awards ceremony, may be subject to additional inspections. The judges' decisions may be appealed to the Derby Chairman, who will render a final, binding decision.

Design Competition

- * Antique/Vintage Car
- * Best use of add-ons
- * Not a Car

Cars entered into the design competition should meet the following rules.

- 1.) Must use a BSA-approved Pinewood Derby car as the basis.
- 2.) Cars must have wheels mounted on them and roll. They cannot be on detachable bases
- 3.) While non-BSA items can be attached to the car as part of the Design, the items cannot constitute over 30% of the total car size.
- 4.) Design cars do not need to meet the weight requirements of racing cars.
- 5.) Design cars do not need to meet the height requirements of racing cars.

Frequently Asked Questions

- Can I use colored wheels?
 - *Yes, as long as they are official BSA wheels that have not been modified.*
- Do the wheels have to say "Made in USA" on them?
 - *No. Some of the new BSA wheels made by Revell are stamped "Made in China."*
- Can I use kits and parts made by Revell?
 - *Yes, you can use individual parts sold by Revel or other approved BSA suppliers, but you cannot purchase kit cars*
- Can I use kits and parts made by Pine Car?
 - *You may not use bodies, wheels, or axles from Pine Car since they are not from an official BSA kit. However, you may use tools, weights, paint, stickers, and other decorations made by Pine Car.*
- What happens if the inspector says my car is illegal?

o *You can modify the car and/or change parts as needed.*

"There is no teaching to compare with example." ~ Robert Baden Powell



HELP YOUR CUB SCOUT DO HIS BEST