

2025 Pinewood Derby for The Greater Pokagon District

Hosted by Auburn Pack 3169 (email 3169ryan@ewebb.com with questions)

District Race is on the afternoon of Sunday March 2nd, 2025 (12:00-12:30 car/racer check-in, 1:30 racing)

at the [Auburn Cord Duesenberg Automobile Museum](#) at [1600 S. Wayne St., Auburn, IN](#)

Cost is \$10 per car plus \$2 per youth and \$3 per adult for museum admission.

We plan to have some concessions available including pizza by the slice.

Rules & Procedures

Each Cub Scout pack may enter up to 4 CUB racers

1. Car Specifications:

- **Overall dimensions** of the car are not to exceed 7 inches long or 2 ¾ inches wide or 5 inches tall.
- Minimum width between the wheels is 1 ¾ inches.
- Minimum track clearance under the car is **3/8 inch** so as not to rub the track center rail. **(WEIGHTS ATTACHED UNDERNEATH ARE NOT RECOMMENDED)**
- Gross weight **shall not exceed 5.00 ounces** (141.8 grams, 0.3125 lbs).
- The most forward point of any car must be its center from side to side. **No concave front ends.** The track has a center starting pin in front of the car.
- **No liquid lubricants.** Only “dry” graphite lubrication may be used on axles and wheels.
- **No material** (plastic) **may be removed from the wheels** other than light sanding of imperfections in tread area (NO: lathe turning, grinding, thinning, narrowing). Wheels should be official BSA wheels from the official BSA car kits, or identical official BSA wheels manufactured in a different color.
- The wooden block from the **official BSA car kit** must be used as the main structure of the car. Additional wood may be affixed to the block for increased height or width (wheel fenders, etc) as long as the location of the axle grooves and wheels is not affected.
- The axles must be located in the **factory cut axle grooves** in the wood block. The axles (nails) must be visible in the grooves for inspection.
- Washers, bushings, bearings or any type of “hub cap” are prohibited on the wheels and axles.
- No type of suspension or axles other than the **nails provided with the official BSA kit** are permitted.
- Grinding and polishing of the axle (nail) shaft and head is permitted.
- **Cars must be free-wheeling with no starting device or moving components.** Cars must be “gravity powered” only.
- Decorative details such as steering wheel, spoiler, and other decorations or additional wood may be attached to the car as long as the dimensions do not cause the car to exceed the maximum height, width or length. No loose material of any kind may be used. All material must be **securely** affixed to the car.

2. Registration and Race Day Procedures:

- Please register online at least one week in advance if possible. The link for registration will likely be found in the AWAC.org calendar event.
- All cars will run four times and will run in each lane once.
- If a car leaves its lane before reaching the finish line, the heat will be run again. If the same car leaves its lane a second time in the same heat it will automatically lose the heat. If that car interfered with another car, the heat will be re-run without the interfering car.
- If a car suffers a mechanical problem (loses an axle, breaks a wheel, etc.) and a repair can be accomplished in a reasonable amount of time (less than 5 minutes) the heat will run again. If not, the car automatically loses the heat.

3. Repairs

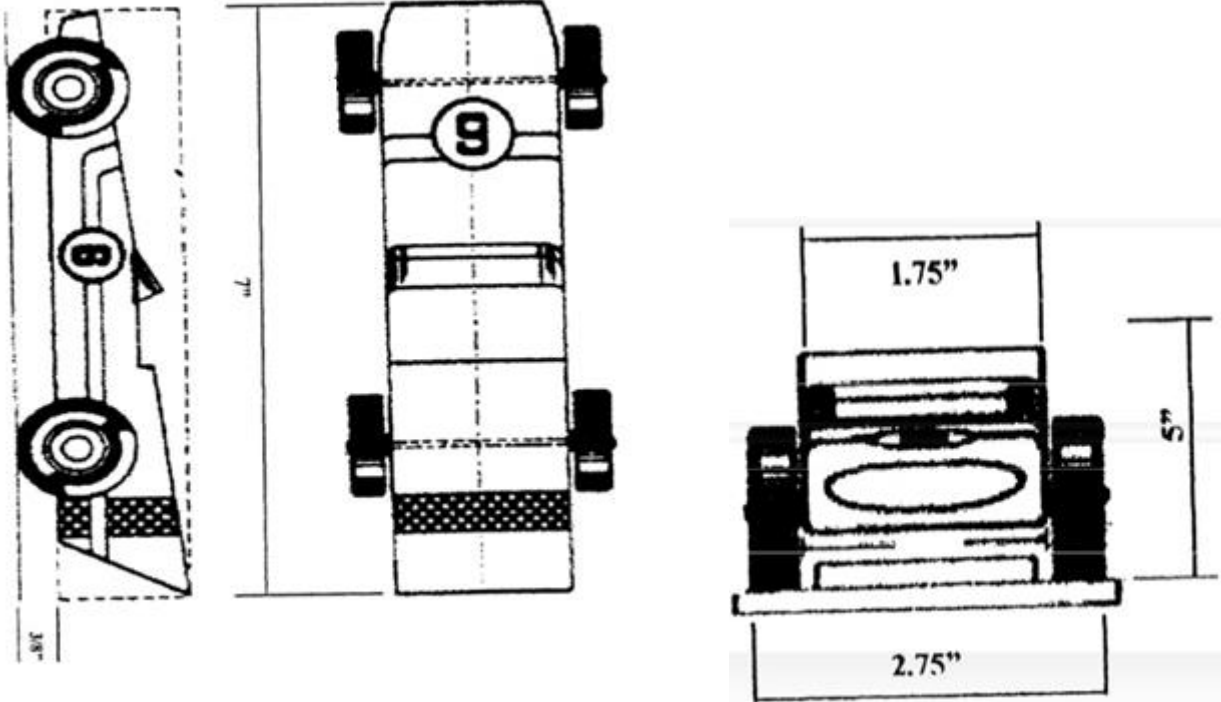
- Cars may be repaired **ONLY** if a breakage prevents proceeding in the competition.
- We will only delay a heat by up to 5 minutes for repairs.
- Repairs will be supervised by a Race Official.
- Only repairs related to the damage may be made.
- No additional weight may be added during repairs (except minimal glue, etc. for repairs).

4. BANDIT (Outlaw) Division Specifications:

- **You do not need to be a scout to build and race a BANDIT car. Adults are welcome. One entry per person.**
- Follow all rules for a standard car with the following exceptions:
 - **9-ounce maximum** weight limit for **2025** (weights will be different each year).
 - **Trophy-winning bandit cars from previous years may NOT be reused.**
 - Any wheel or axle is acceptable. Alterations to wheels and axles are acceptable.
 - Axle locations may be altered
 - Using the official pine “block” is NOT required.
 - Build your car to win or just have fun with your designs! Large details are more noticeable.
 - Bandit racing will likely happen after Cub racing concludes.

General Racing Tips/Suggestions

- A heavy car goes faster, you are allowed five ounces, use most of it.
- Be prepared to reduce the weight slightly during inspection. Scales, stickers, humidity, etc. can make them weigh differently. The inspection scales will give the official weight.
- Align your wheels and make sure they are as free rolling as possible.
- File down the bumps and polish your axles.
- Use graphite on the wheels/axles.
- Streamlined cars usually go faster than blocks.
- Add your weight toward the back of the car but be sure the front end won't bounce.
- Come to have fun and understand that sometimes these cars break!



Register your racers in February through the AWAC.org calendar event if possible.
Communicate with your Cubmaster for CUB racers.