

Santa Fe Trail District

2025 Pinewood Derby Rules



RULE #1: HAVE FUN!!!

Everything else:

Car Specs:

- A. Width – Not to exceed 2 ¾ inches
- B. Length – Not to exceed 7 inches
- C. Weight – Not to exceed 5.0 ounces on official race scale. The scale is accurate to more than one decimal place, so if it would round up to 5.1, it's too heavy. (5.049 is a GO, 5.050 is a NO GO)
- D. Center Rail Clearance – Must clear center guide rails, which are 1 5/8 inches wide by ¼ inch tall, along the entire length of the car.

Body:

- A. **Wood:** Actual pine wood must be used as the base for the car. If needed, pre-shaped blocks are now available online, from scoutshop.org as well as various other websites. If builder lacks the resources to shape a car from a block of wood, please feel free to contact Cubmaster for assistance.
- B. **Attachments:** Car design may be enhanced by the addition of other stable materials, such as additional wood, plastic, or metal. Details such as cockpit, steering wheel, driver, decals, etc. are allowed provided they are firmly attached and do not exceed car size requirements.
- C. No part of the car body, wheels, or attachments may protrude in front of the starting pin.
- D. Car must be free-wheeling and powered by only gravity.
- E. **PROHIBITED ITEMS:**
 - Springs
 - Starting devices or propellants
 - Liquids, wet paint, oil, or sticky substances
 - Bearings, bushings, washers, sleeves, hubcaps or inserts attached to or in contact with the axle, body or wheels.
 - Loose objects of any kind
 - Magnets

Wheels: Official BSA wheels of any color are all that is permissible. Wheel treads cannot be shaped in any way. Surface imperfections may be removed, but treads must be left flat. All BSA wheel markings must remain

Axles: Nail-type axles are required. Modifications to the axles are allowed that include straightening, sanding, polishing, canting, grooving, beveling & tapering of axle head as long as the diameter of the axle is not reduced to be less than .084 inches (2.13mm).

Lubrication: Only dry lubricant is permitted.

Other: All cars must be built during the current scouting year. NO REPEATS or REPAINTS. Cars must be built and tuned by the Scout; adult supervision is encouraged. Under no circumstances is it permissible to use a car/ wheels/axles that the Scout did not work on themselves, or for the car to be sent to a third party for tuning or other performance enhancements.

Race Day: Saturday, April 26th, 2025

1. Check-in begins at 9:30am and ends at 9:50am. Races start at 10:00am.
2. Each Scout will bring their car to the inspection table to be weighed and inspected.
3. Each car must pass inspection by the official inspection committee before it will be allowed to compete. The inspectors have the right to disqualify any car not meeting these rules. Scouts will have until the end of the official check-in period to make car comply with regulations. No cars will be checked-in once official check in period has ended.
4. After inspection, the Scout will go to the registration table to have car numbered and entered into the heat schedule.
5. Scouts will then place cars on table in numerical order. Cars are not to be touched again until they have been called to race. Please keep hands off of other racer's cars.
6. Each car will race in multiple heats. As heats are announced, drivers will report to the starting line and place their own cars on the track. All other people must remain behind the barrier.
7. Drivers will then report to the finish line to watch the race.
8. Starter will make sure the cars are on the track properly and then gate will be released to start the race.
9. Results will be recorded by electronic finish line and timer. Standings will be determined by fastest average time. Slowest time for each car will be thrown out; remaining times will make up the average.
10. If a car jumps the track, interferes with another car, loses a wheel or axle, etc., the heat will be rerun. If the same car gets into trouble on the second run, the car will be disqualified from the heat and automatically be assigned a time of 9.999 seconds for that race. If, on the second run, another car is interfered with, the heat will be run a third time, but without the disqualified car.
11. Repairs after inspection are only allowed at the discretion of race officials. Cub Scout is in charge of all repairs. Guidance is allowed and encouraged. All repairs must be completed in a timely fashion. Repaired cars will be re-inspected before being allowed back on the track.
12. At the completion of each heat, racers will take their cars back to the table and return to their seats.
13. Finals races may be held in order to determine placings. Again, fastest average time will win.
14. Awards will be announced shortly after completion of the race.

Outlaw Race:

Will follow awards ceremony. This is a fun race for parents, siblings, friends, or whoever wishes to take their turn at racing. The only rules for this one are not longer than 7 inches, not wider than 2 ³/₄ inches, and no heavier than 5.0 ounces. Anything else is fair game.

GOOD SPORTSMANSHIP AND BEHAVIOR ARE EXPECTED.

This applies to everyone in attendance, not just Scouts. Race Officials may ask anyone not following this rule to leave.

Have fun, "Do your best", and may the best car win!