

# 2025 Cahokia Mounds District Pinewood Derby

## 2025 Cahokia Mounds District Pinewood Derby Rules

**Eligibility** -Each unit may select any Scout to participate in the district-level race. Pack leaders and parents are strongly encouraged to hold qualifying races at the unit level using the rules and standards described in the document. NOTE: A unit doesn't need to hold a unit race for a scout to participate in the District Pinewood derby.

**Width:** Overall width shall not exceed 2-3/4<sup>th</sup> inches. All cars must have an area 3/8<sup>th</sup> inches wide and no higher than 7/8<sup>th</sup> inches from the ground at the front and center of the car to be able to line up equal with the other cars and remain equal as the starting system of the track releases the car. No items are allowed to extend out past this front area of the car.

1. **Length:** Overall length shall not exceed 7 inches
2. **Height:** Overall height shall not exceed 2-3/4<sup>th</sup> inches so as to clear scoring light bar at the finish line.
3. **Weight:** Total weight shall not exceed 5 ounces.
4. **Wheels:** Must be BSA stock wheels. You may however, sand off the seam that was formed on the wheel during the manufacturing process. Wheel tread must remain flat. No other shaping of the wheel is allowed (reduction of weight, addition of weight, narrowing of tread, shaping, machining, sawing wheels in half from tread to tread). No other materials of any kind can be added to or adhered to the wheels. The only exceptions being painting the center “spokes” of the wheels and lubrication material. Wheels must be no smaller than 1.180 and wheel width must be no smaller .360. Wheels will be checked with a go/no go gauge.
5. **Bearings:** No bearings or bushings of any kind are allowed
6. **Springs:** The race car shall not be allowed to ride on any type or style of suspension, including springs.
7. **Axles & axle slots:** Must be BSA stock axles. Axles and axle slots must remain 4-3/8<sup>th</sup> inches + or – 1/16<sup>th</sup> of an inch from center to center. Axle slots shall remain 1-3/4<sup>th</sup> inches wide to fit over the track rail. Bending of the axles so as to cause the wheels to ride on the inside or outside of the tread or to ride the rail is illegal. The full width of the tire tread surface of at least 3 tires must make contact with the track surface.
8. **Block of wood:** Pine block of wood shall be used. Precut cars are acceptable, as long as they are of pine and meet all rules, specifications, and regulations.
9. **Clearance:** The lowest part of the car body, including weights, is to be no less than 3/8<sup>th</sup> inches from the ground. If the car body is not at this height, it may not clear the track.
10. **Lubrication:** Any and all lubrication shall be done prior to being registered. No lubrication may be applied after the car has been registered and checked in. BSA Krytox lubricant will be permitted (please use responsibly to avoid any excess falling on the track).
11. **Assembly:** All race cars are to be fully assembled before being registered. The car must have been made during the current scout year in which the derby is being held. The scout year is from September to August.
12. **Weights:** Stock weights are recommended and can be obtained at the council trading post or A&R paints and crafts. Liquid or movable weights of any kind are not permitted.
13. **Inspection:** Each race car must pass the inspection process at the time of registration. The inspectors have the right to disqualify any and all race cars which do not meet the rules and regulations of the race listed here.
14. **Inspection/registration procedure:** When the scout arrives, please go to the registration table and give your name, council unit number, or den (Lions, Tiger, Wolf, Bear, Webelos, and Arrow of Lights). A race number will be placed on the rear of the race car. Please make sure that the scout knows their number. Then proceed

through the inspection process. When the car passes this inspection, your car will be placed on the holding table. You are now free to do as you wish until the announcement is made to start the race. Once your race car has been placed on the holding table, the car will not be handled or worked on unless there has been an accident which requires immediate attention.

15. **Race time:** All scouts and spectators will stay back from the roped off area. An area of approximately 4 feet on any side of the track must be kept clear so that there is sufficient room for the judges, starter, and runners who retrieve the cars after the race.
16. **The heats:** When the scout's name or number is called, a member of the race committee (runner) will place the scout's car on the starting line. When the race is completed, the car will be brought back to the staging area by the runner. No one is allowed to touch the cars after being submitted to the staging area, unless directed to do so by the race committee.
17. **Jumping lanes:** If a car leaves the track, runs out of its lane, interferes with another car, the race will be rerun. The race committee will inspect the track. A group of test cars will run without having any incidents. Once this is done, the track will be recertified and the car in question will be repaired, recertified as per above, and the heat will be rerun in the same lanes as before. If the above procedures are followed and the car in question again leaves the track, runs out of its lane, or interferes with another car, it will be automatically disqualified from competition. The remaining cars in the heat will then be rerun on their same lanes to complete the heat.
18. **Tie breaking:** In the event of a tie after all 3 or 4 races, the following procedures will be followed.
  - The tying cars will race again, then change lanes and race again.
  - If there is no winner, the cars will be raced backwards.
  - If there is still no winner, the cars will change lanes again and race backwards.
  - If there is still no clear winner, the race committee will make the final decision. This decision will be final.
19. **Race committee:** The decision of the race committee on all matters is final.
20. **Car entry:** Each scout shall have their own derby car. Each scout shall race at their rank level at the time of their unit's pinewood derby.
21. **Protest/complaint:** Any and all protests and complaints must be made to the race committee complaint officer immediately at the time of the incident by the racer "scout" themselves. Please be courteous and sportsman-like when voicing your protests. Remember, we are trying to instill good sportsmanship, respect, and courtesy to the youth who are present. The adult leaders who are working at these races are volunteers.
22. **Disqualification:** Disqualification means you are eliminated from further participation in any more races at the event.
23. **Disclaimer:** Rules are subject to change under the discretion of the race committee.

### District Pinewood Derby Race

**Saturday, March 1st, 2025, Races Cost \$8 before 02/27/25 \$12.00 After**

In addition to the youth races, there will be a special "Outlaw" race open to adults and Scouts of all ages, with no car restrictions. The cost for the "Outlaw" race is \$10 and paid the day of the event.

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Location: 1900 St Clair Ave, Granite City, IL 62040

Register at: <https://scoutingevent.com/312-92502-218545>

Any scout is welcome to participate.

Race Times Saturday, March 1st

Join us for the District Pinewood Derby on Saturday, March 1st at Holy Family School in Granite City, Illinois! Scouts and their families are invited to race, compete, and have fun in this thrilling event. The day kicks off with check-in starting at 9:00 AM, followed by a day of exciting races and activities. Awards will be presented after each set of races to the top 3 cars.

**Race Schedule:**

Lions & Tigers: 11:00 AM

Wolves & Bears: 12:00 PM

Webelos & AOL: 1:00 PM

"Outlaw": 2:00pm

In addition to the youth races, there will be a special "Outlaw" race open to adults and Scouts of all ages, with no car restrictions. The cost for the "Outlaw" race is \$10 and paid the day of the race!

While waiting for the races, Scouts can enjoy a variety of games, crafts, and activities designed to keep everyone entertained. Pack 8072 will also be selling tasty concessions throughout the day.

Bring your enthusiasm, creativity, and competitive spirit – it's going to be a day of fun for the whole family! See you there!