



**Scouting
America.**

Muskingum Valley Council

2025

**ZANE TRACE DISTRICT
PINWOOD DERBY
RULES AND PROCEDURES**



RACE DAY

April 5th, 2025

Coburn United Methodist Church

3618 Maple Ave

Zanesville, Ohio 43701

Race check in 10-10:30am.

All racers must be checked in by 10:30am.

Racing will begin at 11am

ALL PINWOOD DERBY CARS MUST BE NEW BUILDS (2025)

Race will be broadcast live via Facebook, page Zane Trace District, MVC Forum,
as well as open to in-person viewing

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I. GENERAL RULES:

This project is a parent and youth event and is recommended as such by the National Boy Scouts of America. The Pinewood Derby Committee STRONGLY SUGGESTS that each parent emphasize this idea with your youth.

Race Procedures:

The 2025 Zane Trace District Pinewood Derby will utilize a computerized Pinewood Derby race management program. Every car entered will race the same number of times. This program maximizes the number of opponents that each car races against and attempts to have every car race against every other car multiple times. This method of racing allows all scouts to participate throughout the event, as compared to elimination racing, which would prevent many Scouts from racing to the event's completion. Filler cars may be used, in cases of an odd number of participants. These cars are designed to (hopefully) finish last and are used solely to trigger the finish line electronics during an event.

Points are assigned based on the finishing order of each race heat. The number of races a car participates in will be equal for all cars, and will vary based on the number of participating Scouts. Points are awarded based on the finishing position of the car (1st - 10 points, 2nd - 6 points, 3rd - 4 points, 4th - 2 points). Scores are totaled at the end of all races and awards will be issued for the top 3 racers. Any ties for award positions will be broken using tiebreaker rules as provided by the Pinewood Derby Rules Committee.

- 1) Inspection and Registration:** Each car must be a new build (built for the 2025 PWD season) and must pass a technical inspection before it may compete.
- 2) Failure to Pass Inspection:** The Inspection Committee shall disqualify cars that do not meet the rules as described herein. If a car does not pass inspection, the Scout and their adult partner will be informed of the reason their car did not pass. Cars that fail the initial inspection may be modified. To be eligible for the race, the car must pass inspection before the start of the first race.
- 3) Impound:** Cars may not be altered in any way after they have been registered and have cleared the inspection process. After a car passes registration and inspection, it will be placed in a secure area until race-time. Any cars handled after impound and before the start of the race by anyone other than Race Officials will be re-inspected.
- 4) Car Design Rules Interpretation:** Interpretation of the rules described above is at the sole discretion of the Inspection Committee Judges present during the Registration and Inspection process.
- 5) Race-Day Rules Interpretation:** Decisions of Race Officials, on questions of rules interpretations and procedure, may be appealed to the Zane Trace District Pinewood Derby Chair. All decisions of the Pinewood Derby Chair are final. Decisions of Race Officials on questions of fact (i.e. the result of a specific race) may not be appealed beyond the Trackmaster and/or Finish Line Judges. **Note: Unsportsmanlike conduct, by any participant or spectator, will be grounds for disqualification.**
- 6) Questions prior to Race Event:** If you have questions about the information contained in this packet, please contact Wendy Hartman: pack121dresden@gmil.com or 740-297-0596

II. CUB SCOUT RACE CAR DESIGN STANDARDS

- 1) **Material:** The car body, wheels, and axles for all cars participating in the Pinewood Derby **MUST BE OFFICIAL BSA APPROVED EQUIPMENT.** It is recommended to use the equipment provided in the Official BSA Grand Prix car kit. Materials from the kit may be supplemented but not replaced. You may add any other items, such as fenders, stickers, paint, etc. as long as the car meets the dimensions and/or weight requirements as listed below. No loose materials of any kind are permitted in or around the car. The car may be hollowed out and built up to maximum weight by solid materials only, provided it is securely built into the body or chassis. **LIQUIDS ARE CONSIDERED LOOSE MATERIALS AND ARE NOT PERMITTED.** The use of ingenuity and creativity in creating your Pinewood Derby car is encouraged, however, all cars must be made **PREDOMINANTLY** by the Scout. Parental assistance is permitted.
- 2) **Weight and Attachment:** Cars may weigh no more than five (5.000) ounces (total weight) as determined on the official scales provided by the Pack during the pre-race check-in and inspection. Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, (permanent glue, nails or screws, but not by "sticky substances", such as tape, or tack spray). Weights shall be passive, (non-moveable, non-magnetic, non-electric, non-sticky, etc.). It is recommended to have additional weights at the time of inspection, as well as some easily removable weights due to minor differences in various scales (usually .100 oz). **To ensure track clearance, the bottom of the car may be hollowed out to insert weights, but weights may not be placed on the bottom of the car if they hang below the axles.**
- 3) **Wheels and Axles:** The car shall roll on the wheels from the kit. The wheels shall turn about the axle nails from the kit. The axle nails shall be firmly affixed to the wood of the car body. Axles used for more than one wheel are not permitted. It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used and have not been modified. Light filing, sanding and polishing of wheels and axles is permitted **only** to correct any imperfections from the molding of these items. Beveling, tapering, or lathe turning of the wheels and axles is prohibited. The following may **NOT** be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, or bearings. The car shall not ride on any type of springs. Official BSA Colored wheels **ARE** permitted. **Non-official wheels and axles (such as "PINECAR" wheels and axles available at Hobby Lobby) are NOT PERMITTED.**
- 4) **Size:** Cars may be no longer than 7 inches, nor wider than 2-3/4 (2.750) inches, as determined by the official gauges during the Registration and Inspection. Underside clearance of at least 3/8 (0.375) inches and inside wheel-to-wheel clearance of at least 1-3/4 (1.75) inches is required, so that the car will run on the racetrack. The Maximum overall height is 4" (measured from bottom of wheels to the highest part of the car) so as to clear the finish gate. Adequate clearance is the responsibility of the car builder. **NOTE:** The car is held in the starting gate at the nose, and the front of the car cannot extend beyond the starting gate (i.e. no nose recesses or front forks, or "V" noses are permitted). **The car must set flat against the starting pin with a flat nose no less than 1" wide in the center of the car.**
- 5) **Lubricants:** Only dry powdered graphite or white powder Pinewood Derby lubricant will be allowed for lubricating the wheels. *Lubricants may damage the track.* There will be a lubrication table set up at the race. In the interest of fairness, lubrication is allowed **only** prior to the car being impounded after registration.
- 6) **Identification:** All cars will be marked with racers name by derby staff at registration. Names will be place on cars using painters tape.
- 7) **New Build:** All cars for the District PWD must be a "new build". A "new build" is a PWD car built and raced in the 2025 race season only. Any Scout using cars built in previous years will be disqualified from the district race...even if their Pack allowed them to race in the Pack's 2025 PWD.

III. CONDUCT OF THE RACES

- 1) **Inspection Gauges:** The race-day "Pit Stop" area is the Official Inspection Area. It will have the official pack scale and length box. This equipment will be the official equipment for the race. Scouts and their adult partners should be prepared to make adjustments to their cars if necessary.
- 2) **Car Handling Responsibility:** Track officials will stage cars on the track. Scouts will have a special viewing area to see the race and the results of the event.
- 3) **Car Leaves Lane:** If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If the car leaves its lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves its lane and interferes with another car, that car will be judged last place, and the race will be re-staged and re-run without that car.
- 4) **Car Leaves Track:** If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point. If the car leaves the track and interferes with another car, the race will be re-staged and re-run.
- 5) **Car Repair:** If, during the race, a wheel falls off or the car becomes otherwise damaged, track officials will attempt to make the necessary repairs to return the car to competition. All efforts will be made to return the car to its pre-accident condition. **The car must re-pass inspection before returning to the track. In the event of wheel/axle damage, re-lubrication is only permitted to the damaged wheel/axle.**
- 6) **No Finishers:** If, during a race heat, no car reaches the finish line on the track, the race will be re-staged and re-ran.
- 7) **The Race Area:** Only approved Pinewood Derby officials staff may enter the track area once inspection and registration is complete. **This rule will be strictly enforced.**
- 8) **Finish Line Judging:** An Official scorekeeper shall be stationed near the finish line to observe each race. Additional Judge(s) at the finish line **may** be used as needed. Finishing order is determined solely by the electronic finish line sensor but may be challenged by agreement of the Official Scorekeeper and the Finish Line Judge(s). If the track's electronic finish line sensor's result is challenged, the race will be re-staged and re-run. In the event of a tie as judged by the timing system, the affected race vehicles will re-race in their assigned lanes until the tie is broken.

IV. AWARDS AND RECOGNITION

The most important values in Pinewood Derby competition are scout and adult partner participation, good sportsmanship and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards. Racers will be recognized as follows:

- a.) Trophies will be awarded for the following:
 - i. First (1st), Second (2nd) and Third (3rd) Place finishers in the event, based on the scoring method described in the Race Procedures section above.
 - ii. Turtle Award for slowest car
 - iii. Bounce Back Award for the car with the greatest back bounce from finish line.

Race will be broadcast live on Facebook at **Zane Trace District, MVC Forum.**