



Spirit Lake District Pinewood Derby

Saturday, April 12th, 2025 - 11am - Pearson Air Museum

1115 E 5th St, Vancouver, WA 98661

Eligibility

The **top 3 racers from each of your dens** are eligible to compete in the district Pinewood Derby. Cars should be impounded after your pack derby and turned in to the district coordinator before the race. **Scouts do not need to be present for their car to race.**

Car Turn-in

Pack leaders can **turn in derby cars at Roundtable** (2/13, 3/13 & 4/10). Leaders who cannot make it to Roundtable should contact the district coordinator to make other.

Register your cars online (preferred) or bring the attached sheet to turn-in. Each car must have the Scout's name, den, and pack number written on the bottom.



Online racer registration:

<https://forms.gle/PdkeiJLsbehb8f47>

Race Day Activities

In addition to racing, there will be demonstrations by the Clark County Amateur Radio Club, model aircraft displays and flight simulators hosted by the Clark County Remote Control Society, and a fun gaga ball pit. Guests may also enjoy free self-guided tours of the adjacent Pearson Air Museum throughout the day. Anyone may attend the event, even if they're not racing. Cost is \$5 per Scout. Sign up on BlackPug: <https://scoutingevent.com/492-spirittlakederby>.

Car Pick-up

Cars should be picked up at the conclusion of racing on April 12th. Unclaimed cars will be brought to the next Roundtable meeting. Additional arrangements to pick up cars can be made by contacting the district coordinator.

Rules

We understand some packs may have already conducted their Pinewood Derby and some cars may not meet all district rules. Please contact the coordinator to discuss any issues and make arrangements to be as inclusive as possible for all Scouts.

Questions? Contact District Coordinator:
Kevin Farley – kfarley3925@gmail.com

2025 Spirit Lake District Pinewood Derby Rules

Developed in concordance with common local pack rules and national suggested rules. The intent of these rules is to allow sufficient opportunity for all Scouts, regardless of access to specialized equipment, to compete in the district event. With these rules, a drill, and some basic hand tools any Scout can build a competitive car.

1. LENGTH, WIDTH, AND CLEARANCE

- a. Maximum overall length shall not exceed 7 inches.
- b. Maximum height shall not exceed 3 inches.
- c. Maximum overall width shall not exceed 2-3/4 inches.
- d. Minimum width between wheels shall be 1-3/4 inches.
- e. Minimum clearance between the bottom of the car and the track shall be 3/8 inch.
- f. Cars should not come to a sharp point. Front of car should be at least 1/2 inch wide for proper positioning at starting gate.

2. WEIGHT AND APPEARANCE

- a. Total weight of the car shall not exceed 5 ounces. The official scale reading will be final.
- b. No liquids or loose materials of any kind are permitted on the car.
- c. Additional weights and details such as steering wheel, driver, spoiler, decals, and painting are permissible but may not exceed the maximum length, width, height, or weight specifications.

3. WHEELS AND AXLES

- a. Wheels may be lightly sanded to reduce imperfections. However, beveling, grooving, tapering, thin sanding, wafering, weighting, or lathe turning of the wheels is prohibited.
- b. All four wheels must be mounted in axles.
- c. At least three wheels must always touch the track.
- d. Colored BSA wheels are allowed.
- e. No lubricating oil may be used. Axles may only be lubricated with powdered graphite or silicone.
- f. Axles may not be altered other than de-burring, polishing, or slight bending.
- g. Wheel bearings, washers, bushings, springs, or hub caps are prohibited.

4. GENERAL

- a. The car must be constructed from an Official BSA Grand Prix Pinewood Derby kit.
- b. Cars must be made during the current year.
- c. Bottom of car must be labeled with Scout's name, rank, and pack number.
- d. Cars must be freewheeling, with no starting or propulsion devices.
- e. No sticky substances allowed on the nose to aid in starting.
- f. Cars must physically fit onto the track without interfering with other vehicles and must roll smoothly on the track.
- g. If the car exceeds the requirements, the Scout will have an opportunity to correct the issue before officially checking it in.
- h. No additional modifications may be made to the car after check-in.
- i. Every car will race on each of the lanes. Heats will be organized randomly by the racing software.

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ONLY USE THIS FORM IF UNABLE TO REGISTER ONLINE

Pack: _____ Contact: _____

Phone: _____ Email: _____

Lion

(Scout Name & Car Name)

1. _____
2. _____
3. _____

Bear

(Scout Name & Car Name)

1. _____
2. _____
3. _____

Tiger

(Scout Name & Car Name)

1. _____
2. _____
3. _____

Webelos

(Scout Name & Car Name)

1. _____
2. _____
3. _____

Wolf

(Scout Name & Car Name)

1. _____
2. _____
3. _____
5. _____

Arrow of Light

(Scout Name & Car Name)

1. _____
2. _____
3. _____

