

PACK 305 Pinewood Derby

Schedule

Friday Night:

6:00 -9:00 PM Setup Track and Room
(See Setup Design)

Saturday Morning:

8:00 AM Registration begins.

9:00 AM Registration closes

*Cars need to be certified and in
the pits.*

Category judging begins

Call to order by announcer

Flag ceremony

Announcements

9:15 AM Race starts:

Tiger heats

Wolf heats

Bear heats

Webelo heats

Tag-A-Long heats

Adult heats

10:00 AM Race winner's trophy
presentations

Car category winner trophy
presentations

10:15 AM Grand Championship heats
among

the winners of the Tiger, Wolf,
Bear and Webelos winners

- *Awards presented at the
February Pack Meeting*

10:45 AM Race ends, cleanup begins,
track tear-
Down

*(Note: Tag-a-long and adult heats may
be run after championship, and race
winners trophies presented following if
desired.)*

PACK 305 Pinewood Derby

RACE PHILOSOPHY

The race is for the boys. It is the Race Committee's intent that the boys be involved in the race as much as possible. Designing, building and decorating the cars should be as performed as much as possible by the boys. (Special race categories have been included for parents and others to vent their creative needs.) However, to minimize accidents and disappointments, once the car has been checked-in only race committee members will handle the vehicles. This includes staging vehicles on the track and starting each heat.

No one will be admitted within the race area except the race committee. No scouts or tag-a-longs are permitted within the course boundaries.

The committee intends for the race to be completed in a timely manner and not command more of the day than is absolutely necessary.

PARTICIPATION

The race is free to all Scouts. Cars will be given to Scouts wanting to race. Extra cars may be purchased for tag-a-longs and adults to participate in their own division. Cost for the car is \$4.00.

ROOM SET UP

The room will be set up as laid out in the room drawing. The basic layout philosophy is to surround and isolate the track and the group of boys racing. This will avoid confusion by allowing only those immediately involved with racing in the track area.

Weigh-in needs to be outside the boundaries as the boys will check their weight several times before checking-in.

The Inspection Judge will sit at the check-in table within the boundaries.

A table with glue guns and weights will be available outside the boundaries for racers to perform final preparations to their cars.

The timer, his equipment and the projector screen are to be within the course boundaries. Chairs and warning tape may be used to mark the course boundaries.

The starter will stand on a ladder at the end of the track.

Spectator seating is to be in the bleachers, although racers will need to stand outside the pits to identify their cars when called to race.

Concessions will be set in the corner away from the track and across from the bleachers.

WEIGH-IN AND WORK TABLES

Two people will man the weigh-in table. Cars will be weighed and inspected at this table. (Cars can weight no more than 5 ounces, and be no more than 7 inches long, be no more than 2-3/4 inches wide and must have 3/8 inch clearance between the car and the track).

The racers can weigh their cars to determine if weight or other changes need to be made. The racer will then move to one of the work tables to make the necessary modifications, after which he will return to the weigh-in table for a recheck.

Graphite, weights and tools will be available at the work tables. There will be hot glue guns available to glue the weights on the cars. Adults must supervise the hot gluing of weights to the cars.

Once the car has been properly weighed and inspected, if the racer is ready to check-in his vehicle, the inspection judge will mark the car and have the scout take it to the check-in station.

At the check-in table, the registration judge will ensure the racer's name and rank are on the car and mark the scout's name on the registration form. The car is now officially qualified and must be placed on the appropriate table in the pits. It cannot be touched again until it is raced. All cars must be officially weighed in by 9:00

PACK 305 Pinewood Derby

REGISTRATION AND PAIRINGS

At the close of registration, the registration judge will submit the roster for each den to the timer for entry into the timing system. Pairings in the brackets will be set by the race program. Each scout within a den will race once on each lane. The scout with the fastest combined time will win be the den champion and go on to race for the grand championship.

RACE PROCEDURE

All cars will be kept in the pit area until the race is completed.

The race will be run in heats and by rank. Each scout will race in three heats within his den. Prior to each heat, the announcer will call the three racers for the subsequent heat to the staging area. The pit crew will move the cars by their assigned lane to the staging area, and to the starter. The timer will confirm the scout and lane assignment with the starter. The starter will set the cars on the track in their appropriate lane, and start the race at the timer's signal.

At the bottom of the course, the track judge will monitor the race and protect the cars from damage at the end of the track. Once the track judge and timer approve the heat results, the pit crew will remove the cars to the pit area, and stage the next race. The announcer will announce the finish and any course records.

CLEANUP

If not assigned beforehand, cleanup volunteers will be actively solicited at the weigh-in. Also, the MC - Announcer will make an announcement near the end of the race for clean up help.

TROPHIES

The first, second and third place for each rank (including tag-a-long and adults) will receive a trophy or ribbon. (Derby Committee may elect to award participation

patches, pins, or other awards to all Scouts entering the race.)

Trophies will be awarded to the overall first, second, and third place finishers. Additional awards will be presented by the awards committee to Scouts and tag-a-long/adults for appearance.

VOLUNTEERS

Volunteers are needed for set-up, race-day, concessions, and clean-up.

The set-up crew should consist of 2-6 individuals. They will need to arrive Friday night at 6:00 PM and do the following:

- Retrieve the track from the Kiwanis building,
- Set-up 4-5 tables and put the track together on top of them (milk crates and bread racks to set the track on are stored outside in the parking lot behind the cafeteria),
- Set-up and testing the timing system, including the projector and PA,
- Set-up the concessions, weigh-in, pits, check-in and repair station tables, and test the scales and any other equipment.

The Race day crew is composed of the following:

- 2 Weigh-in and Inspection judges – make sure cars comply with the rules,
- 1 Registration Judge – makes sure the scouts names are on the cars and creates the roster for the timer,
- 2 Pit Crew Judges – Receive the cars from the Registrar and make sure no-one touches the cars, transfer the cars to the starter and from the Race Judge back to the pits,
- 1 Starter – Sets cars on track and starts the race
- 1 Timer – Enters rosters into the race software, runs the race software and oversees the start and official race results,

PACK 305 Pinewood Derby

- 1 Announcer – The Announcer controls the flow of events, by keeping things moving and on time. The Announcer announces the next racers and their lanes to the pit crew, announces the results of each heat and any other announcements to the audience.
- 1 -2 Course judges – Prevent the cars from being damaged at the end of the track, confirm race, and assist in removing cars to the pits.
- 2 concession workers – Sell refreshments

The clean-up crew 2+ tears down the track and tables, puts away chairs, sweeps floor, check cleanliness of bathrooms, and returns track and equipment. Typically a team of 4-6 is assigned, although at the announcer's bidding, most attendees assist.

PACK 305 Pinewood Derby

Pinewood Derby Rules

Cars must be made from one official Cub Scout pinewood derby car kit. You can cut the wood into multiple pieces and assemble it in any configuration you want, and add decorative components, as long as it meets the size and weight requirements.

Scouts cannot race a car that has previously been entered in a Pinewood Derby Race. (Tag-a-longs and adults may race previously raced cars in their division.)

The car shall be no longer than 7" at its longest points and no more than 2 $\frac{3}{4}$ " wide at its widest points. Minimum distance between wheels is 1- $\frac{3}{4}$ " (side to side). Car clearance should be at least $\frac{3}{8}$ " to clear the guide rail.

The car shall weigh no more than 5 Ounces (Weight is rounded eg. 5.049 = 5.0 OK, 5.05 = 5.1 Not OK) It can weigh less. Use lead or metal weights to get your car up to weight. Weights must be securely attached. Weights and glue guns will be available at weigh-in.

No loose or moving materials (except the wheels) of any kind are allowed on the car, external or internal.

The car cannot have any type of starting device or assistance of any kind.

Only standard Pinewood Derby wheels are permitted. No wheel bearings, bushings, hubcaps or washers of any kind are permitted. Wheels must be flat. "V" shaped wheels are not permitted. Wheels may not be narrowed. Wheels can be sanded to remove the flashing around the edges.

Only standard Pinewood Derby axles are permitted. Wheels must be mounted on the axles provided with the kit. Axles can be polished and filed to improve performance.

The cars shall not ride on any type of suspension.

Dry powdered graphite is the only lubricant allowed. Graphite will be available at weigh-in if you need it. Scouts lubricate their own wheels. Assistance will be available for Scouts requesting it. Wheels must be thoroughly lubricated for good performance, so don't be afraid to ask for help if you're not sure.

Mark your name and rank clearly on the bottom of your car. If your car is an unusual shape, indicate the front on the bottom as well.

The forward most point of the car must be the point against the starting pin at the start of the race. If the car's design does not permit this, it will be disqualified.

Each car must pass inspection to qualify to race. The Pinewood Derby Chairman will be the final rule interpreter and decision maker.

Note: The adult division is an "unlimited" division. The only restrictions that apply above are that the car must be made from an official Cub Scout Pinewood Derby car kit, it must fit on the track, and the only lubricant allowed is powdered graphite.

Course Layout

Spectators



Prep / repair



Timer



Track



Projector
Screen



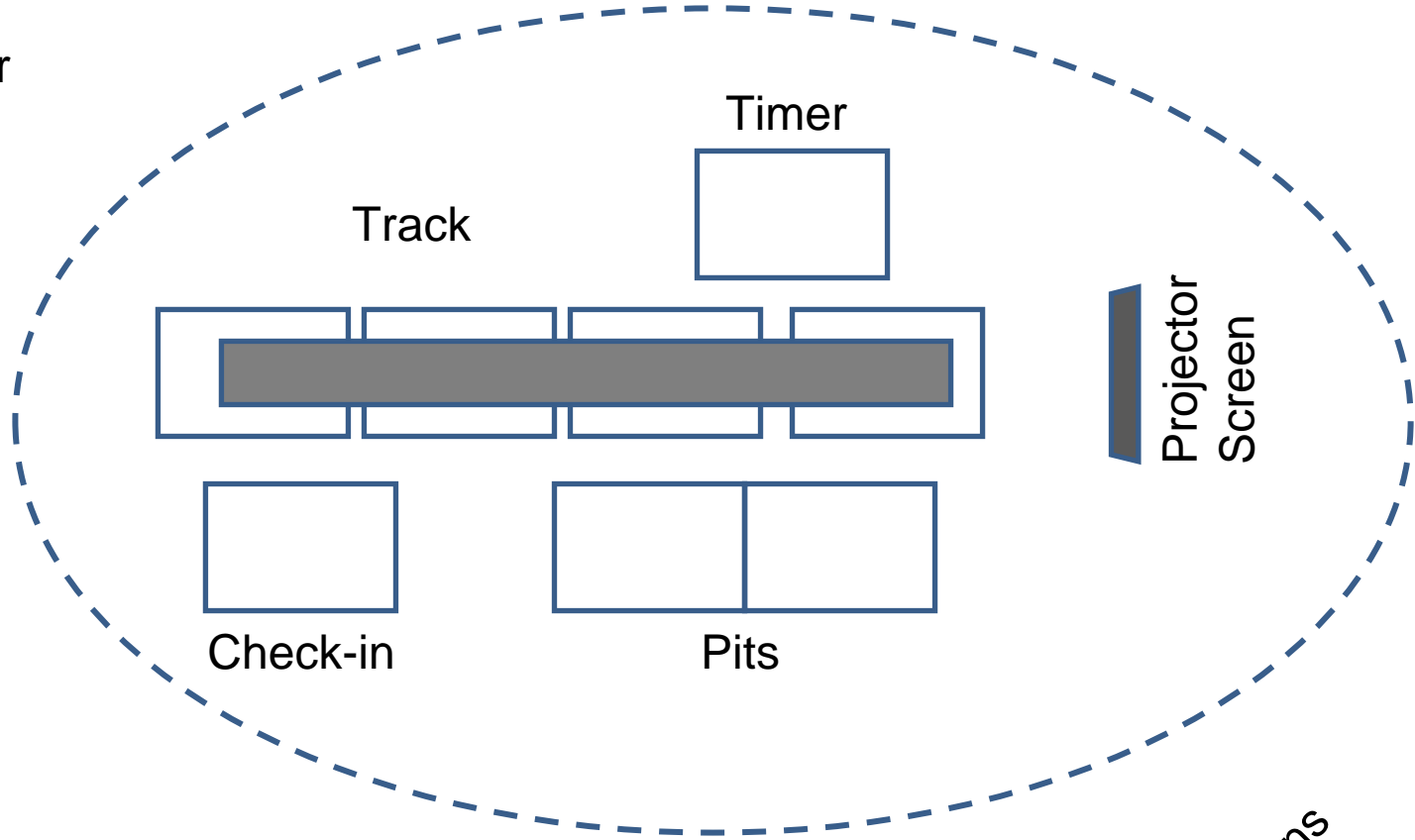
Check-in



Pits



Course Boundaries



Weigh-in



Concessions

