

# Princess Anne District Pinewood Derby 2017

## Leaders Guide



**Saturday March 25, 2017**

**Location:**

**Landstown High School**

2001 Concert Dr, Virginia Beach, VA 23456

**Chairman Mark Davies**

(757) 933-0343

[mrdavies1979@gmail.com](mailto:mrdavies1979@gmail.com)

Tidewater Council, BSA  
1032 Heatherwood Dr.  
Virginia Beach, VA 23455  
Tidewaterbsa.com

# Princess Anne District Pinewood Derby Schedule and Entry Information

**Derby Date:** Saturday, March 25, 2017

**Derby Location:** Landstown High School

**Derby Eligibility:** The top three finishers of each rank from every Princess Anne District Cub Scout packs are eligible to race for placement in the Tidewater Council Derby. Webelos who raced with their pack this year and have since bridged to Boy Scouts *are* eligible to race. The open division allows any Scout or adult to participate in a “fun run” race while winning scores are finalized.

**Derby Early-bird Fee:** \$ 8.00 through March 18, 2017

**Derby Entry Fee:** \$10.00 through March 22, 2017

**Registration:** Registration information is on the council calendar

## Derby Schedule:

Rank	Check-in/Inspection	*Race Times*
Tiger Cub	8:30 – 8:50 a.m.	9:00 a.m.
Wolf	9:15 – 9:35 a.m.	9:45 a.m.
Bear	10:00 – 10:20 a.m.	10:30 a.m.
Webelos/AOL	10:45 – 11:05 a.m.	11:15 a.m.
Finals	11:30 – 11:50 a.m.	12:00 Noon
Open		12:45 p.m.
Awards		1:30 p.m.

\*Cars must be presented and pass the pre-race inspection within this time frame in order to race.

\*\*Start times are tentative and may be delayed, depending upon the number of racers. In no case will a rank begin racing before the scheduled start time.

\*\*BACK BY POPULAR DEMAND: If you have a scout in your unit that cannot participate, you may send the next in line, i.e. if the 2<sup>nd</sup> place tiger cannot race, you offer the 4<sup>th</sup> place winner to race as 3<sup>rd</sup> place.

**Awards:** Trophies will be presented to the top three finishers of each rank and the top three finishers of the district overall finals. Every participant will receive an event patch.

**Questions or volunteer to help –** contact Chairman Mark Davies at (757) 933-0343 or email to [mrdavies1979@gmail.com](mailto:mrdavies1979@gmail.com).

## Information for Scouts and Parents – Princess Anne District Pinewood Derby

### Congratulations on making it to district!

We are providing this guide so that you will know what to expect and what to do when you arrive for the big race. Scouts, please share this guide with your parents; parents, please share it with your Scouts.

**NOTE:** *This is a public event and there may be media present. Scouts are expected to be in correct uniforms and to conduct themselves in accordance with Cub Scout principles. Parents and guests are expected to set good examples for the Scouts.*

- 1. ARRIVAL:** Upon arrival, Scouts will sign in and be given a sticker with their assigned car number. The Scout shall remove any stickers already on the car and firmly affix only the district sticker on the top of the car.
- 2. LUBRICATION:** After a Scout signs in, he may conduct a final lubrication of their car in the designated area (lube **NOT** provided).
- 3. INSPECTION:** After sign-in/final lubrication, a Scout will submit his car at the Inspection Station. Each car will be inspected and weighed by Race Officials and after passing inspection will be **impounded**.
  - a. If a car should fail inspection, the Scout will be given an opportunity to correct the problem in the pit area and re-submit the car for inspection.
  - b. Unless an Inspector, in the interest of fairness and at their discretion, authorizes it, no other work on a car will be permitted. The car must pass inspection after any such authorized work.
  - c. Work will only be performed in the pit area, under the supervision of the pit official. Work will be performed by the Scout, with assistance from the pit official if required. Tools will be available however *spare parts may not be*.
  - d. In all cases, if a car has not passed inspection when its first race is called, that car shall be disqualified from the Derby.
- 4. RACING OVERVIEW:** All races will be run under a Perfect-N rotation for maximum possible fairness and competition. This system ensures that each car will run at least once in each lane, and against the widest possible selection of other cars.
  - a. All races for a given rank group will be completed before starting the next group.
  - b. Within a group, every car will race a minimum of four times (heat races). Points will be awarded based on a car's finishing positions. When the heat races are completed, the four fastest cars, as determined by racing results, will advance to a trophy race.
  - c. In the trophy race, the fastest three cars will earn trophies which will be presented in a ceremony immediately following the trophy race. These cars will also be qualified to race in the Tidewater Council Pinewood Derby on April 22.
  - d. After all the groups have finished, the trophy winners from each rank group will race against each other with the top three winning district overall trophies.

**5. RACING PROCEDURE:** When his name is called to be on deck, the Scout will walk to the pit area and locate, *but not pick up*, his car.

- a. When his name is called to race, the Scout will confirm his car's identification with the race steward and walk with it to the track's start line. The starter will verify correct placement.
- b. The Scout will walk to the racer's area to enjoy the race.
- c. After the race is over, the Scout shall be prepared to confirm his car's ID, and escort it back to the pit area, then walk to the spectator area; or walk with the car to the start line if it is in the next race.

**6. INCIDENTS:** In the event that a car experiences an on-track malfunction, to include leaving its lane or the track, the race will be 'Yellow Flagged'. No results will be recorded and unaffected cars will be returned by their Scout to the starting line, in their original lanes. Cars affected by the malfunction shall be retrieved by their Scouts and taken to the pit area.

- a. Using the same pit area procedures as above, a Scout shall be afforded five minutes to make repairs to his car or check and adjust wheel alignment. Repair work takes precedence over all other work.
- b. During this yellow flag period, the track shall be checked for damage or problems and the lanes swept to remove any debris.
- c. The pit official shall check any repairs and approve the return of the car to the track. The Scout shall return his car to the start line in its original lane and the race shall be re-run.
- d. A car causing a *second* yellow flag shall be disqualified from further racing in this derby *unless* the race chairman determines that an external factor caused one of the car malfunctions.

**7. CONDUCT:** One of the goals of the Pinewood Derby is to help Cub Scouts learn good sportsmanship.

- a. Scouts whose car wins should not taunt, tease or demean Scouts whose car did not win. Scouts whose car did not win should congratulate the Scouts with the winning car.
- b. Scouts should cheer for and support their pack mates, winning cars or not, and never "boo!" anyone.
- c. Parents and older Scouts (especially Webelos) should set the example by demonstrating good sportsmanship before, during and after the racing. This includes handling any disagreements with race officials calmly and privately.
- d. The race chairman has the right to disqualify a car for ongoing or extreme bad sportsmanship on the part of a Cub Scout or his parents and guests.