

2018
Three Rivers
Pinewood Derby

Leader's Guide
and
Registration Form



Saturday March 10th, 2018

Chesapeake Square Mall
4200 Portsmouth Blvd
Chesapeake, VA 23321

Three Rivers District Pinewood Derby

Derby Date: Saturday, March 10, 2018

Derby Location: Chesapeake Square Mall, 4200 Portsmouth Blvd, Chesapeake, VA 23321

District Derby Chair: Tim Roisen at budah1@cox.net Phone: 757-373-1082

Derby Eligibility: The top three finishers of each rank from every pack in Three Rivers are eligible to race. Arrow of Light (AOL) that have just bridged to a troop are still eligible. Family Fun Run races are an open class that will race after the qualified racers for a certificate; please register.

Fees: Qualified pack racers \$8.50 per car; Family racers (no trophies) \$4 per car (Max 30 cars)

Registration: Can be done on Tentaroo by the Pack or hard copy at the Scout shop. Registration deadline is Tuesday, March 6th, 2018. <https://tidewater.tentaroo.com/>

Derby Schedule:

Check-In and Inspection:

Bear, Webelos, and AOL	9:00 to 9:45 AM
Lion, Tiger, and Wolf	10:00 to 10:45 AM
Family Racers	10:45 AM

Opening Ceremony 9:45 AM

Races: Will not start before posted time, but may begin later than

Bear, Webelos, and AOL	9:50 AM
Lion, Tiger, and Wolf	10:50 AM
Family Racers	11:30 AM

Overall Races 11:50 AM

Awards will follow each racing group and finals at 12:20 PM

Cars must be presented by the owner, during designated check in time, and pass inspection in order to race. The District Derby Chair has the final word on car and racer qualifications.

Awards: All racers will receive a patch. Trophies will be presented to the top three finishers of each rank and the top three finishers of the District Overall races.

Derby Tips:

1. Please follow the official rules for car construction. Cars not built to the specifications will not pass inspection and not race.
2. Allow time for "last minute" adjustment. The district scale is the one that counts.
3. Remember the Scout Oath and Law, and good sportsmanship.

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Pack # _____ Contact Person _____ Phone # _____

The following Cub Scouts are eligible racers for their rank: (Please print first and last name clearly!)

LIONS

1st _____

2nd _____

3rd _____

TIGER

1st _____

2nd _____

3rd _____

WOLF

1st _____

2nd _____

3rd _____

BEAR

1st _____

2nd _____

3rd _____

WEBELOS

1st _____

2nd _____

3rd _____

ARROW OF LIGHT

1st _____

2nd _____

3rd _____

FAMILY DIVISION: Please register with full name. Cars must meet specifications. Racers will receive a certificate for their participation. Maximum number of 30 slots for the district.

Number of QUALIFIED Racers _____ at \$8.50 each = \$ _____

Number FAMILY DIVISION Racers _____ at \$4.00 each = \$ _____

TOAL AMOUNT \$ _____

Deadline to register is Tuesday, March 6th Checks Payable to: Tidewater BSA
On-line registration with Tentaroo with your Unit Account <https://tidewater.tentaroo.com/>
Or deliver form & payment: Tidewater Council, 1032 Heatherwood Dr, Virginia Beach 23455.

Account 1-6801-820-20

SW # = 7304

Three Rivers District Official Pinewood Derby Rules

Car Specifications:

1. Width - 2 $\frac{3}{4}$ inches.
2. Length - 7 inches.
3. Gross weight - shall not exceed 5 ounces.
4. Width between wheels – 1 $\frac{3}{4}$ inches
5. Clearance between car bottom and track – no less than $\frac{3}{8}$ inch.
6. Height - 3 inches maximum (finish line gate will obstruct a taller car).
7. Wheel base can be modified provided the front wheels do not extend past the front of the car itself.

Car Rules:

1. Wheel bearings, washers, bushings and springs are prohibited.
2. Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted.
3. The car shall be freewheeling with no starting device(s).
4. Only dry type lubricant is permitted. (i.e. graphite).
5. Wheels and axles may not be altered. Wheels and axles may be polished to remove imperfections. No changes to the size or shape of the wheels and axles are permitted.
6. The entire car must line up behind the starting post.
7. Weights must be fastened securely and paint shall be dry.

Race Rules:

1. A Scout must be present for his car to be raced. Exceptions may be granted by the Race Director on a case-by-case basis.
2. Cars shall be inspected and weighed by race officials to ensure that all cars fulfill the race requirements. Once a car passes inspection, it will be impounded until its racing has been completed.
3. Only Racers and Officials are permitted inside the impound or track areas.
4. Races will be run by Rank – Lion, Tiger, Wolf, Bear, Webelos, and Arrow of Light. Trophies shall be awarded for the three fastest cars in each Rank Group. Trophy winners will also race against each other for 1st, 2nd, and 3rd place District Overall trophies.
5. Protests and problems should be brought to the attention of the Race Director immediately. No protests will be allowed after the start of the next race.
6. The Race Director, at her/his *sole* discretion, **may** take any actions they deem necessary for fairness, safety and good sportsmanship. All decisions of the Race Director shall be final. The Council will not mediate protests.

Information for Scouts and Parents

Three Rivers District Pinewood Derby

Congratulations to the Scouts on making it to district races!

This guide will help you prepare for race day.

NOTE: This is a public event and there may be media present. Scouts are expected to be in Field uniform (also referred to as Class A) and to conduct themselves in accordance with the Scout Oath and Law. Parents and guests are expected to set good examples for the Scouts.

1. **LUBRICATION & ADJUSTMENTS:** Please conduct final lubrication and adjustments prior to check-in. Lubrication is not provided. Once cars are inspected, they can't be modified.
2. **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 the District's sticker to the top of the car.
3. **INSPECTION:** Scouts will submit their 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.
 - d. Tools will be provided; however spare parts may not be available.
 - e. 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 using rotations 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. Within a Group, every car will race a minimum of four times (Heat Races). Points will be awarded based on a cars finishing position.
 - b. The top three cars in each rank group will receive trophies, and race for District Overall.
 - c. The top three finishers also qualify to race in the Tidewater Council Pinewood Derby.

5. 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 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 a maximum of 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 Director determines that an external factor caused one of the car malfunctions.

6. 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 Packmates, winning cars or not, and never "boo!" anyone.

c. Parents and older Scouts 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 Derby Chair 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.

For those that need the fine print, there is a separate four page document on the do's and don'ts of preparing your car for the races. Hopefully all of our racers will be having fun following the spirit of Scouting.