

# **2018 Bayside District Pinewood Derby**

## **Leader's Guide and Registration Form**



**Saturday March 10, 2018**

**Location:  
St Pius X Catholic School  
7800 Halprin Dr.  
Norfolk, VA 23518  
Bayside District**

**NOTE: Need Volunteer to serve as Race Director**

## Pinewood Derby Schedule and Entry Information

**Derby Date:** Saturday, March 10, 2018

**Derby Location:** St Pius X Catholic School 7800 Halprin Dr. in the School Gym.

**Derby Eligibility:** The top three finishers of each Rank from each of the Bayside District Cub Scout Packs are eligible to enter this event. Webelos Scouts who raced with their pack this year and have since bridged to Boy Scouts are eligible to race.

**Derby Entry Fee:** Seven dollars per car (\$7.00). This includes automatic entry for those qualified to the council derby.

**Registration:** Registration forms and entry fees can be delivered to the Tidewater Council Scout Store any time before the deadline. **DEADLINE is 5 pm, Tuesday, March 6, 2018 at the Tidewater Council Scout Store. NO LATE REGISTRATIONS WILL BE ACCEPTED.**

### Derby Schedule:

Rank	Check-in/Inspection*	Race Start Time**
Webelos (Grade 5)	8:20 - 8:50 a.m.	9:00 a.m.
Webelos (Grade 4)	9:05 - 9:35 a.m.	9:45 a.m.
Bear	9:50 - 10:20 a.m.	10:30 a.m.
Wolf	10:35 - 11:05 a.m.	11:15 a.m.
Tiger	11:20 - 11:50 a.m.	12:00 Noon
Lions	12:05 - 12:35 p.m.	12:45 p.m.
Finals	N/A	1:15 p.m.

\*Cars must be presented for 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.

**Concessions:** Snacks will be available for sale.

**Awards:** Trophies will be presented to the top three finishers of each Rank and the top three finishers of the District Overall Finals.

**Derby Tips:** 1. **Please** follow the [Official Rules](#) published by the council  
2. Arrive early - it will allow more time if you need a "last minute" adjustment.  
3. Help is not only accepted but also encouraged! We will need volunteers.

**Questions or Comments:** Contact District Chair: Chuck Kubic 636-8862 or kubiccr@msn.com

Good luck Scouts and... Start Your Engines!

## Pack Actions

1. Have a fun Pack Pinewood Derby!
2. **CM/CC:** Designate an adult to be a point of contact for the District Derby (usually the same person that runs the Pack Derby).
3. **CM/CC:** Provide the contact information for the Point Of Contact (POC) to the Race Director.
4. **POC:** Tabulate the names of the boys qualifying to race at the District Derby (top 3 finishers in each Rank; Webelos separated into 4<sup>th</sup> & 5<sup>th</sup> grade even if they raced as one Den).
5. **POC:** Recruit at least one adult to assist with the District race (you can be that person...). Provide contact info for the volunteer to the Race Director at the above email address.
6. **POC:** Confirm with each qualifying Scout/his parents that they intend to race in the District Derby. Encourage the reluctant; you never know how far they can go! Give each Scout/parent that confirms their intent to race a copy of the enclosed *Information for Scouts and Parents*.
7. **POC:** Fill out the included registration form with those qualifying *that intend to race at District*.
8. **POC:** Collect the \$7.00 per car registration fee. Deliver the registration form and fees to the Council Store by Tuesday, March 6. The deadline is 5 pm, at the Council Scout Store. **PLEASE DON'T MISS THE DEADLINE AND PREVENT A DESERVING BOY FROM RACING!**
9. **CM:** Encourage maximum turnout of the Pack to support your racers. Ensure that at least one Pack leader is present for the Derby (preferably DL/CM/ACM) who will stay as long as one of your boys is still competing. It is heart-rending to see a boy win a trophy and be in tears because his Pack has abandoned him. This leader should also be alert for distraught boys outside the building and in the parking lot.

# Bayside District Pinewood Derby Official Registration and Entry Form

Derby Date: Saturday, March 10, 2018  
Derby Location: St Pius X Catholic School Gym  
Derby Entry Fee: Seven dollars per car - (\$7.00)

Derby Registration Deadline: Racers must be registered at the Tidewater Council Store  
by 5 pm Tuesday, March 6, 2018.  
**NO LATE REGISTRATIONS WILL BE ACCEPTED.**

Pack # \_\_\_\_\_ Contact Person \_\_\_\_\_ Phone # \_\_\_\_\_  
Email \_\_\_\_\_

The following Cub Scouts are the top three finishers in their rank: (please print clearly)

1 Lion Name \_\_\_\_\_  
2 Lion Name \_\_\_\_\_  
3 Lion Name \_\_\_\_\_  
  
1 Tiger Name \_\_\_\_\_  
2 Tiger Name \_\_\_\_\_  
3 Tiger Name \_\_\_\_\_  
  
1 Wolf Name \_\_\_\_\_  
2 Wolf Name \_\_\_\_\_  
3 Wolf Name \_\_\_\_\_  
  
1 Bear Name \_\_\_\_\_  
2 Bear Name \_\_\_\_\_  
3 Bear Name \_\_\_\_\_  
  
1 Webelos 4 Name \_\_\_\_\_  
2 Webelos 4 Name \_\_\_\_\_  
3 Webelos 4 Name \_\_\_\_\_  
  
1 Webelos 5 Name \_\_\_\_\_  
2 Webelos 5 Name \_\_\_\_\_  
3 Webelos 5 Name \_\_\_\_\_

Total number of Racers \_\_\_\_\_ X \$7.00 = \$ \_\_\_\_\_

(Please make checks payable to BSA)

**Racers must be registered with the Council NO LATER than 5:00 pm Tuesday March 6**

Account Number 1-6801-469-20

SW Number: =6627F

# Information for Scouts and Parents

## Bayside District Pinewood Derby

March 10, 2018

***CONGRATULATIONS ON MAKING IT TO DISTRICTS!*** Out of over 850 Cub Scouts in the Bayside District, less than **one fifth (1/5)** earns the honor of racing their Pinewood Derby car at this level!

We're providing this guide for you so that you'll 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 Scouting principles. Parents and guests are expected to set good examples for the Scouts.*

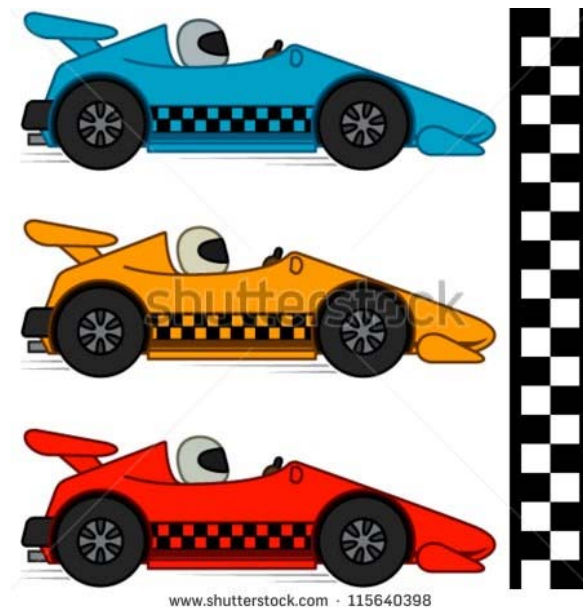


1. **ARRIVAL:** Upon arrival, Scouts will sign in and be given a sticker with their assigned car number after the car passes inspection. The Scout shall remove any stickers already on the car and firmly affix the District's sticker to the top of the car.
2. **LUBRICATION:** After a Scout signs in, he may conduct a final lubrication of his 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 and having the numbered sticker applied will be **impounded**.
  - a. If a car should fail inspection, the Scout and Parent 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. Tools will be provided, however ***spare parts may not be available.***
  - 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 on the same track.
  - b. Within a Group, every car will race once on each lane.
  - c. The fastest three cars, as determined by fastest average times, from each group will be awarded trophies. These cars will also be qualified to race in the Tidewater Council Pinewood Derby on April 14<sup>th</sup>.
  - 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. Once again, this race will be conducted on the same track with each car racing once on each lane and the winners will be determined based upon the fastest average times.
  
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 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 Pit Official who will return the 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 (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 Director 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.

# Tidewater Council Pinewood Derby

## Rules & Procedures



Updated as of 11/7/2017

# Tidewater Council

## 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. Cars must be this year's construction and the car that won at the prior level race. i.e. Pack car goes to District, and District to Council. All cars are eligible to register on their own for National in New York.
2. 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.
3. 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.
4. Only Race Officials are permitted inside the impound or track areas, unless otherwise granted.
5. Races will be run by Rank – Lion, Tiger, Wolf, Bear, Webelos, and Arrow of Light. Trophies shall be awarded for the top three racers in each Rank Group. Trophy winners will then race against each other for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place for the Overall trophies.
6. 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.
7. The Race Director, at their *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



CONGRATULATIONS, YOU MADE IT TO THE RACES!

This document will help Scouts, parents, and leaders know what to expect at the Pinewood races. Please understand that everyone running these races is a volunteer. They have given of their time, and have loaned tracks, timers, and equipment for these races. We welcome your praise, and anything else should be given to the Race Director, in writing, at the end of the event. You are welcome to volunteer and make next year's races even more spectacular.

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

**Purpose:** The pinewood derby is meant to provide an opportunity to have fun, teach good sportsmanship, follow rules, learn woodworking techniques, and for a Scout to make a creative project. There are no college scholarships, so *park* the stress, and let the races be fun!

1. **LUBRICATION & ADJUSTMENTS:** Please conduct a final lubrication and adjustments prior to check-in. Lubrication is not provided. Once cars pass inspection, they cannot be adjusted.
2. **CHECK-IN:** Scouts will sign in and be given a sticker with their assigned car number. The Scout shall remove or cover other numbers already on the car and firmly affix this race's number 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. Some 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:**
  - 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 three times. Cars will be scored based on elapsed time.

- c. The top three cars in each rank group will receive trophies.
  - d. After all the Groups have finished, the Rank Group winners will race against each other. The top three racers will receive the Council Overall Trophies.
5. **INCIDENTS:** Should a car experience 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.
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