

2019 Tidewater Council Pinewood Derby Council and District Rules & Leaders Guide



Saturday, April 13, 2019
Greenbrier Mall
1401 Greenbrier Parkway S.
Chesapeake, VA 23320

Tidewater Council Championship

Pinewood Derby Schedule and Entry Information

Derby Date: Saturday, April 13, 2019

Derby Location: Greenbrier Mall, 1401 Greenbrier Parkway S., Chesapeake, VA 23320 Center Court by Macy's and additional track in Mall courtyard by Sears.

Derby Chair: Tim Roisen, 757-373-1082 at 3riverstim@gmail.com. (Subject line: Council Pinewood Derby)

Derby Eligibility: The top three finishers of each Rank from each district are eligible to enter this event. Arrow of Light Scouts that raced in the district derby this year are eligible to race. Should any of the top three finishers be unable to attend the Championship, the District Chair may move the next ranking racer to eligibility. This must be finalized by the District Chair with the Council Chair prior to the beginning of the check in/inspection for the rank.

Derby Entry Fee: Qualified district racers are free-of-charge to enter the Council races. The district derby chairs will submit names of these racers in the online Tentaroo registration after the District races. The form below may be used as a guide and emailed to the Derby chair listed above if you have a problem with Tentaroo.

Registration: Qualified racers are submitted by the district derby chair. DEADLINE is Wednesday, April 10, 2019 at the Council Scout Store, or on Tentaroo. NO LATE REGISTRATIONS WILL BE ACCEPTED. Cars must be presented and pass the pre-race inspection within this time frame 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.

Derby Schedule:

Rank	Check-in/Inspection*	Race Start Time**
Webelos (Grade 5)	10:30 - 11:15 a.m.	11:25 a.m.
Webelos (Grade 4)	10:30 - 11:15 a.m.	11:25 a.m.
Bear	10:30 - 11:15 a.m.	11:25 a.m.
Wolf	11:30 - 12:15 a.m.	12:20 a.m.
Tiger	11:30 - 12:15 a.m.	12:20 a.m.
Lions	11:30 - 12:15 a.m.	12:20 a.m.
Awards for Ranks		Immediately following completion of races
Finals	N/A	12:35 p.m.
Overall Awards		1:30 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.

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

Official Pinewood Derby Rules Qualified Racers from Districts

Car Specifications:

- Maximum Width -2 ¾ inches.
- Maximum Length -7 inches.
- Gross weight -shall not exceed 5 ounces.
- Width between wheels – 1 ¾ inches
- Clearance between car bottom and track – no less than 3/8 inch.
- Height -3 inches maximum (finish line gate will obstruct a taller car).
- Wheel base can be modified provided the front wheels do not extend past the front of the car itself.

Car Rules:

- All four (4) wheels must be on the track.
- Only dry type lubricant is permitted. (i.e. graphite).
- Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted.
- The car shall be freewheeling with no starting device(s).
- The entire car must line up behind the starting post.
- Weights must be fastened securely, and paint shall be dry.
- Wheel bearings, washers, bushings and springs are prohibited.
- 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.

Race Rules: Cars must be this year's construction and the car that won district race.

- 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.
- 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.
- Only Racers and Officials are permitted inside the impound or track areas.
- 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 First, Second, and Third place for the Council Overall trophies.
- 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.
- 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.

Tidewater Council Pinewood Derby Official Registration for District Qualified Racers

The following Cub Scouts are the top three finishers for their rank in the district Registration

Deadline: Wednesday, April 10, 2019. The District Derby chairs will complete this form in Tentaroo and turn it into the Council Derby Chair upon completion of the district races. There is no cost to race at the Council Derby.

District Chair: _____ Phone: _____

Email: _____

LIONS

1st _____	Pack _____
2nd _____	Pack _____
3rd _____	Pack _____

TIGERS

1st _____	Pack _____
2nd _____	Pack _____
3rd _____	Pack _____

WOLF

1st _____	Pack _____
2nd _____	Pack _____
3rd _____	Pack _____

WEBELOS

1st _____	Pack _____
2nd _____	Pack _____
3rd _____	Pack _____

BEAR

1st _____	Pack _____
2nd _____	Pack _____
3rd _____	Pack _____

ARROW OF LIGHT

1st _____	Pack _____
2nd _____	Pack _____
3rd _____	Pack _____

Information for Scouts and Parents

Council Pinewood Derby, April 13, 2019



CONGRATULATIONS, YOU MADE IT TO THE COUNCIL RACE!

This guide will help you 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 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 the Council's number sticker to the top of the car.
3. **INSPECTION:** Scout 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 earn trophies.
 - d. After all the Groups have finished, the Rank Group winners will race against each other with the top three winning Council Overall Trophies.

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 start line in its original lane and the race shall be rerun.
- 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 fellow Cub Scouts, 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 Race Director has the right to disqualify a car for ongoing or extreme poor sportsmanship on the part of a Cub Scout or their parents and guests.

