

Adult Pinewood Derby Guide



Saturday March 23, 2019 from 2-4 PM

Location:

**New Realm Brewing - Virginia Beach
1209 Craft Lane, Virginia Beach, VA 23454**

Pinewood Derby Schedule and Entry Information

Derby Date: Saturday, March 23, 2019

Derby Location: New Realm Brewing Co., 1209 Craft Lane, Virginia Beach, VA 23454

Derby Eligibility: Anyone over 21 years is eligible.

Derby Entry Fee: Early registration fee through March 8, 2019 is \$15/each. This includes one beverage ticket, light refreshments, and the car kit.
Late registration from March 9 to March 20, 2019 is \$20/each.
Register online at <https://tidewaterforms.tentaroo.com/derby>

Derby Schedule:

Check-in/Inspection*	Race Start Time
2 PM - 2:20 PM	2:30 PM

*Cars must be presented for pre-race inspection within this time frame in order to race.

Concessions: Light refreshments and one drink ticket are included with each registration. Additional beverages will be available for purchase.

Awards: Trophies will be presented to the top three finishers.
There will be an additional award for best style/design, selected by popular vote.

Derby Tips:

1. Please follow the Official Rules in this guide.
2. Arrive early - it will allow more time for any "last minute" adjustments.
3. Help is not only accepted but also encouraged! Volunteers are needed.

Questions: Contact Event Coordinator Griffin Roblyer at 906-370-7135 or gdroblye@mtu.edu.

Good luck Scouters and... Start Your Engines!

Information for Racers

What to expect and what to do when you arrive for the big race

NOTE: This is a public event and there may be media present. PLEASE NO UNIFORMS for this event. Scouters are expected to abide by the principles of the Scout Oath and Law.

1. **ARRIVAL:** Upon arrival, participants will sign in.
2. **LUBRICATION:** After sign in, the racer may conduct a final lubrication of their car in the designated area (graphite **NOT** provided).
3. **INSPECTION:** After final lubrication, the racer will submit their car at the Inspection Station. Racers must remove any previous race stickers prior to presenting their car for inspection. Each car will be inspected and weighed by Race Officials. After passing inspection, each car will receive a sticker with its assigned car number, which shall be firmly affixed to the top of the car. The car will then be **impounded**.
 - a. If a car should fail inspection, the racer 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 and 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.

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 racers and taken to the Pit Area.
 - a. Using the same Pit Area procedures as above, a racer shall be afforded up to five minutes to make repairs to their car or to 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 Pit Official 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:
 - a. Racers whose cars win should not taunt, tease, or demean racers whose cars did not win (too much). Racers whose cars did not win should congratulate the racer with the winning car.
 - b. Racers should cheer for and support their competition, winning cars or not, and never "boo!" anyone. (However, good jibes are allowed.)
 - c. Demonstrate 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.

Official Pinewood Derby Rules

Car Specifications:

1. Width - 2 $\frac{3}{4}$ inches.
2. Length - 7 inches.
3. Gross weight - Shall not exceed 8 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 Scouter 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 (i.e. graphite) is permitted.
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.
8. All four wheels must be on the track at all times.
9. Cars must be gravity driven, no motors.

Race Rules:

1. 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.
2. Only Racers and Officials are permitted inside the impound or track areas.
3. 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.
4. 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.