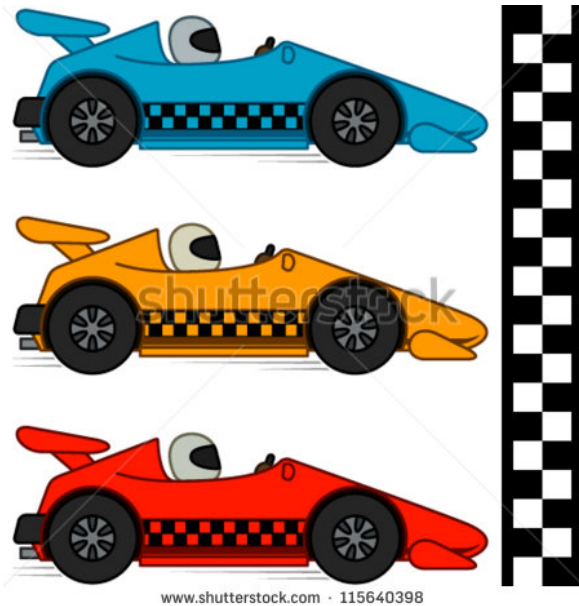


2016 Tidewater Council Pinewood Derby



Leader's Guide and Registration Form

Saturday April 16, 2016

**Location:
Pembroke Mall
(Enter by Old Navy)
4554 Virginia Beach Blvd
Virginia Beach, VA 23462**

Tidewater Council

Pinewood Derby Schedule and Entry Information

Derby Date: Saturday, April 16, 2016

Derby Location: Pembroke Mall, 4554 Virginia Beach Blvd., Virginia Beach, VA 23462
(Enter by Old Navy)

Derby Eligibility: The top three finishers of each Rank from each district are eligible to enter this event. Webelos Scouts who raced in the district derby this year and have since bridged to Boy Scouts ***are still*** eligible to race.

Derby Entry Fee: Ten dollars per car (\$10.00)

Registration: Registration forms and entry fees can be delivered to the Tidewater Council Store any time before the deadline. **DEADLINE is 2:30 pm, Saturday, April 09, 2016 at the Council Scout Store. NO LATE REGISTRATIONS WILL BE ACCEPTED.**

Derby Schedule:

Rank	Check-in/Inspection*	Race Start Time**
Webelos (Grade 5)	9:30 - 10:00 a.m.	10:15 a.m.
Webelos (Grade 4)	10:10 - 10:40 a.m.	10:50 a.m.
Bear	11:00 - 11:30 a.m.	11:40 a.m.
Wolf	11:45 - 12:45 p.m.	12:55 p.m.
Tiger	1:00 - 1:30 p.m.	1:45 p.m.
Finals	N/A	2:30 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.

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

Derby Tips: 1. **Please** follow the Official Rules included in this Guide for car construction. Cars not built to the specifications and rules will not pass inspection.
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 Brian Kaneta Phone: (757) 647-0949 (voice and text)
Email: kanetasrscouts@gmail.com (Please include 'Council Pinewood Derby' in the subject line)

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. 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 – Tiger, Wolf, Bear, 4th grade Webelos and 5th grade Webelos. 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 Council 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.

Good luck Scouts and... Start Your Engines!

Tidewater Council Pinewood Derby Official Registration and Entry Form

Derby Date: Saturday, April 16, 2016

Derby Location: Pembroke Mall, 4554 Virginia Beach Blvd., Virginia Beach, VA 23462
(Enter by Old Navy)

Derby Entry Fee: Ten dollars per car - (\$10.00)

Derby Registration Deadline: Racers must be registered at the Tidewater Council Store
by 2:30 pm Saturday, April 9, 2016.

NO LATE REGISTRATIONS WILL BE ACCEPTED.

The following Cub Scout(s) are the top three finishers in their rank for the _____
District: (please print clearly)

1 Name _____
Rank _____ Place _____ Unit _____

2 Name _____
Rank _____ Place _____ Unit _____

3 Name _____
Rank _____ Place _____ Unit _____

Total number of Racers _____ **X \$10.00 = \$** _____
(Please make checks payable to Tidewater BSA)

Point of Contact: _____

Phone: _____ **Email** _____

Racers must be registered with the Council NO LATER than 2:30 pm Saturday, April 9

Account Number 1-6801-252-20

SW Number: =6252

Information for Scouts and Parents

Council Pinewood Derby

April 16, 2016

CONGRATULATIONS ON MAKING IT TO THE COUNCIL

RACE! Out of over 2,500 Cub Scouts in the Council, only about **ten percent** 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. 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 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 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:

- 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 fastest three cars will earn trophies.
- d. After all the Groups have finished, the Rank Group winners 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 Impound 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 Impound 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 Director 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 fellow Cub Scouts, 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.

