

# **2016 Albemarle District Pinewood Derby**



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



**Saturday March 12, 2016**

**Location:**  
**Museum of the Albemarle**  
**501 S. Water St.**  
**Elizabeth City, NC 27909**

**Albemarle District**  
**Pinewood Derby Schedule and Entry Information**

**Derby Date:** Saturday, March 12, 2016

**Derby Location:** Museum of the Albemarle; 501 S. Water St. Elizabeth City, NC

**Derby Eligibility:** The District pinewood derby is open to all scouts in the Albemarle District. Webelos Scouts who raced with their pack this year and have since bridged to Boy Scouts are eligible to race. Also we will have an open class for all non-scouts.

**Derby Entry Fee:** Six dollars per car (\$6.00)

**Registration:** Registration forms and entry fees can be delivered to the Tidewater Council store any time before the deadline. **DEADLINE is 5 pm, Wednesday, March 8, 2016 at the Council Scout Store. NO LATE REGISTRATIONS WILL BE ACCEPTED.**

**Derby Schedule:**

Weigh-in will be from 10:00 AM- 11:30 AM. Race will begin @ 12:00 PM.

\*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 we 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 of the District Overall Finals

**Derby Tips:**

1. Please follow the Official Rules included in this Guide for car construction.
  2. Cars not built to the specifications and rules will not pass inspection.
- Arrive early - it will allow more time if you need a "last minute" adjustment.  
Help is not only accepted but also encouraged! We will need volunteers.

**Questions or Comments:** Contact Steve McNair at [smcnair316@gmail.com](mailto:smcnair316@gmail.com)

## Albemarle District

### Official Pinewood Derby Rules

#### PURPOSE

The purpose of the Pinewood Derby is to provide an opportunity to have fun, teach good sportsmanship, follow rules, learn woodworking techniques, and do a creative project with a parent or other adult mentor. It is not intended to build the fastest race car on the planet. Please keep this in mind when determining how much assistance the parent will provide to the Scout, and when interpreting the rules.

#### RACE CAR SPECIFICATIONS

All instructions and rules included in the kit must be followed. Any interpretation of the rules that gives a mechanical advantage is automatically disqualified.

Only cars made from Cub Scout Derby Kit BSA's "Official Grand Prix Pinewood Derby Kit" will be accepted for this Derby. Non-BSA substitutions are NOT acceptable, even if purchased at the Scout Store. You may use alternate official BSA-stamped wheels and axles from the Scout Store. You may add non-BSA weights, fenders and decorations if they conform to the rules.

You may smooth the bumps and webbing of the axles and re-polish the axles. You may not cut grooves into the axle. Bearings, bushings, washers, springs, and friction-reducing hardware may not be used between the wheel and body. Axles must attach to the wooden part of the car (not to metal).

You may smooth minor manufacturing imperfections of the wheels. You may not taper, groove or significantly thin the wheel tread. You may not physically modify the inside or outside of the wheel. You may not reduce the width of the wheel.

The derby car must be a new car constructed for this year's Pack derby. If the car qualifies for the District Derby, it must be the same car (unaltered, aside from damage repair) raced in this year's Pack derby.

The maximum/minimum width, length, weight, and bottom clearance dimensions given in the kit instructions will apply for this derby. Maximum height is 5 inches from bottom of wheels.

You may drill holes for axles instead of using slots provided on the wood in the Derby kit, but the distance between axles (wheel base) must remain the same (4 3/8 inches).

No part of the car body, wheels or attachments may protrude beyond the center front of the car, where it touches the starting peg.

All add-ons to the basic car body must be securely fastened to the body so that they do not come off during the race heats.

No loose parts are allowed on or inside the car (such as rolling BB's or loose coins).

The car must be freewheeling, with no starting devices.

Only dry lubricants are allowed, such as graphite.

## **CHECK-IN / IMPOUND**

Scale and gauges used at check-in will determine if the entrant's car meets the minimum/maximum physical dimensions, regardless of specifications given using other scales or gauges. The maximum weight is 5.0000 ounces (141.7476 grams) at

time of check-in on the official scale, no exceptions. Scales should be calibrated by a qualified person and method.

Car may be shaken gently at check-in or pre-race to remove excess graphite so that minimal amounts come off on the track during race.

Adjustments and lubrication before check-in will be allowed. Once the car has been checked in, no further lubrication or adjustments of any kind will be allowed.

Once the car has been inspected and accepted for the Derby only the Car Handlers (as designated by the Race Chairperson) will move the car.

It is the responsibility of the Scout and the Scout's adult partner to verify that the Car Handlers place the car on the track with the "front" facing toward the finish line. The Car Handlers will do their best to verify which end is the front.

## RACE INTERFERENCE, REPAIRS, TIES AND UNCERTAINTIES

If, during any heat, someone or something interferes with one or more cars, or something attached to the car comes off and interferes with the running of the heat, the heat will be re-run with all cars. If an item falling off a car has not interfered with the running of the heat, the heat will stand. Interference is defined as an item falling from one car going into another lane or lanes, and interfering with the movements of any other car.

If the item that fell off is not original to the car kit, it will not be put back on the car, nor can additional weight be added to compensate. If the item is original to the car kit, repair time is allowed for a maximum of 5 minutes. No lubrication or weight increase is allowed during this time. Repairs may only be done by the Scout and his adult partner. Repaired cars are subject to re-inspection.

## 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, 4<sup>th</sup> grade Webelos and 5<sup>th</sup> grade Webelos. Trophies shall be awarded for the three fastest cars in each Rank Group. Trophy winners will also race against each other for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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.

Good luck Scouts and... Start Your Engines!



**Information for Scouts and Parents**

# Albemarle District Pinewood Derby

## March 12, 2016

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:** Before 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. No other work on a car will be permitted.
  - 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:** All races will be run under a computer program 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 before starting the next Group.
- b. Within a Group, every car will race a minimum of 3 times (Heat Races). With the average of the 3 times will determine the top 3 winners of each rank.
- c. When the Heat Races are completed, the 3 fastest cars, as determined by racing results, will be the winners of their rank division.
- d. The fastest three cars will earn trophies which will be presented in a ceremony immediately following the race. These cars will be qualified to race in the Tidewater Council Pinewood Derby on March 28<sup>th</sup>.
- e. 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.

5. RACING PROCEDURE: When a scout's rank division is called, the Scout will walk to the designated area to watch the races

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 to the starting line, in their original lanes. Cars affected by the malfunction shall be retrieved and also returned to the starting line.

- f. 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.
- g. During this Yellow Flag period, the track shall be checked for damage or problems and the lanes swept to remove any debris.
- h. The Pit Official shall check any repairs and approve the return of the car to the track. The Scout shall return his car back to the race official for



a re-inspection prior to being placed at the starting line in its original lane and the race shall be re-run.

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 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.

Don't forget - the Tidewater Council Pinewood Derby is April 16th!



**ALBEMARLE DISTRICT PINEWOOD DERBY**

**March 12<sup>th</sup>, 2016 at MUSEUM OF THE ALBEMARLE  
ENTRY FEE: \$6.00 /All Cub Scouts Can Race**

**Special: Open Class Competition at End of Event  
WEIGH IN: 10 AM - 11:30 AM /Race begins: 12:00 PM  
Standard Pinewood Derby Rules Apply**

**Turn in Registration at Tidewater Council  
Registration Closes March 8<sup>th</sup>, 2015  
*\*\* NO onsite registration \*\****

***Any Questions contact Steve McNair at 252-548-2633 or at  
[smcnair316@gmail.com](mailto:smcnair316@gmail.com)***

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**RACER'S NAME: \_\_\_\_\_**

**ADDRESS \_\_\_\_\_**

**PACK # \_\_\_\_\_ Phone# \_\_\_\_\_**

**Check Boy's Rank or Other:**

**Tiger      Wolf      Bear**

**Webelos      Arrow of Light      Other**

**Account # 1-6801-155-20    SW # 6155F**