

2016 Three Rivers District Pinewood Derby

Leader's Guide and
Registration Form



Saturday March 12th, 2016

Location:
Oak Grove United Methodist Church
472 N Battlefield Blvd, Chesapeake, VA 23320

Pinewood Derby Schedule and Entry Information

Derby Date: Saturday, March 12, 2016

Derby Location: Oak Grove United Methodist Church, 472 N Battlefield Blvd, Ches. 23320

District Derby Chair: Tony Harrell teharrell70@hotmail.com (757) 692-1546

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

Derby Entry Fee: Eight dollars per car (\$8.00)

Registration: Registration forms and entry fees can be delivered to the Tidewater Council store any time before the deadline.

DEADLINE is 5 pm, Tuesday, March 8th, 2016 at the Council Scout Store.

NO LATE REGISTRATIONS WILL BE ACCEPTED.

Derby Schedule:

Check-in/Inspection*	8:30-9:30
Race Heats	9:45-11:15
Finals	11:45-12:30
Presentation of Awards	1:00-1:30

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

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. Cars not built to the specifications 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.

PACK RESPONSIBILITIES

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:** Email the District Pinewood Derby Chair your Pack's contact information
4. **POC:** Tabulate the names of the boys qualifying to race at the District Derby. The top 3 finishers in each Rank are eligible and Arrow of Light that have transferred to a troop are still eligible to race. Pack leadership will determine their substitute racers if an eligible racer is not available to attend.
5. **POC:** Recruit at least 1 adult to assist with the District race (you can be that person...). Provide contact information to the Derby Chair 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 confirm 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. If possible, send a scan of the form or a list of names and ranks to the Derby Chair with racing preparation. Registration forms must still be processed with payment through the council.
8. **POC:** Collect the car registration fees. Deliver the registration form and fees to the Council Store by the registration deadline. **PLEASE DON'T MISS THE DEADLINE AND PREVENT A DESERVING SCOUT 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.

**Three Rivers District Pinewood Derby
Official Registration and Entry Form
Saturday, March 12th, 2016**

Registration Deadline: Tuesday, March 8th, 2016 NO LATE REGISTRATIONS WILL BE ACCEPTED

Pack # _____ Contact Person _____ Phone # _____

The following Cub Scouts are eligible for their rank: (Please print clearly!)

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 Name _____

2 Webelos Name _____

3 Webelos Name _____

1 AoL Name _____

2 AoL Name _____

3 AoL Name _____

TOTAL Racers _____ at \$8 each = \$ _____

Checks made payable to Tidewater Council

Information for Scouts and Parents

Three Rivers District Pinewood Derby

Congratulations On Making It To Districts! Out of all the Cub Scouts in the Three Rivers District, only about one quarter (1/4) have earned 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. **LUBRICATION & ADJUSTMENTS:** Please conduct final lubrication and adjustments prior to check-in. Lubrication is not provided. Once cars are inspected, they can't be modified.

2. **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.

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. 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 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 Rank Groups will be completed simultaneously assuming we have five tracks available.
- b. Within a Group, every car will race a minimum of four times (Heat Races), once per lane. Race finishing positions will be determined by elapsed time. When the Heat Races are completed, the four fastest cars, as determined by racing results, will advance to a Trophy Race.
- c. In the Trophy Race, the fastest three cars will earn trophies which will be presented in a ceremony immediately following the Trophy Race. These cars will also be qualified to race in the Tidewater Council Pinewood Derby.
- 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.

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 starter 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 Packmates, 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 Derby Chair 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.