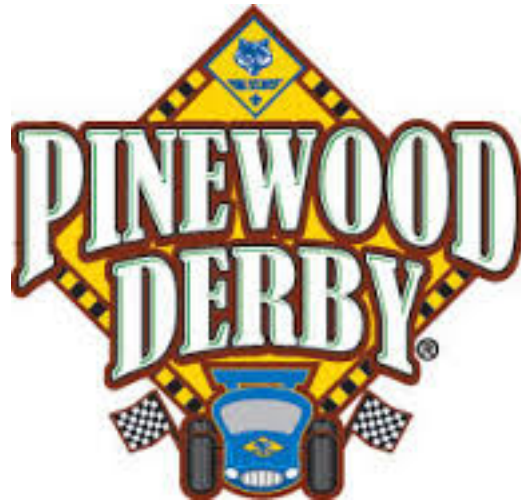


# 2014 Three Rivers Pinewood Derby

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Greenbrier Mall on Greenbrier Parkway, Chesapeake, Virginia

March 22, 2014



## 2014 Three Rivers District Pine Wood Derby Pack Information Registration

**Date/Time:** March 22th, 2013    **Check-in:** 9:30AM -10:30AM    **Races Begin:** 11:15AM  
**Location:** Lower Deck store by Sears at Greenbrier Mall on Greenbrier Parkway  
**Who:** All Three Rivers District Cub Scout Pack Champions (Top 3 per Rank from your Unit)!

The entry fee for all entrants is **\$7.00** per Scout. Registration Forms and Checks must be turned into the Council Office by March 17th, 2013. Please use only one registration form per Pack. Each Pack must also add at least one name with contact information who we can call on to help out at the event. *\*Check in will be done by a maximum of only two leader representatives from each units for all the cars from that Pack during a time slot assigned no later than two days after the end of registration.*

**Derby Registration Deadline:** Racers must be registered at the Tidewater Council Scout Store **NO LATER THAN** 6:00 p.m., Monday, March 17th, 2013.

\*Pack # \_\_\_\_\_ \*Chartered Organization \_\_\_\_\_

\_\_\_\_\_ \* Unit Leader Representative    \*Telephone Number    \_\_\_\_\_ \* Email

<b>Tigers</b>	1 <sup>st</sup> Spot	_____
<i>(Print clearly)</i>	2 <sup>nd</sup> Spot	_____
	3 <sup>rd</sup> Spot	_____
<b>Wolves</b>	1 <sup>st</sup> Spot	_____
<i>(Print clearly)</i>	2 <sup>nd</sup> Spot	_____
	3 <sup>rd</sup> Spot	_____
<b>Bears</b>	1 <sup>st</sup> Spot	_____
<i>(Print clearly)</i>	2 <sup>nd</sup> Spot	_____
	3 <sup>rd</sup> Spot	_____
<b>Webelos 1</b>	1 <sup>st</sup> Spot	_____
<i>(Print clearly)</i>	2 <sup>nd</sup> Spot	_____
	3 <sup>rd</sup> Spot	_____
<b>Webelos2</b>	1 <sup>st</sup> Spot	_____
<i>(Print clearly)</i>	2 <sup>nd</sup> Spot	_____
	3 <sup>rd</sup> Spot	_____

**\*Please write in Print and neatly. We fill in the names by how they are printed on this form!**

(The following information must be filled out for registration to be completed)

**\*Add at least one adult/leader from your unit that can help out in case we need additional help at the event.**

Name1: \_\_\_\_\_

Phone: \_\_\_\_\_

Email: \_\_\_\_\_

Name 2: \_\_\_\_\_

Phone: \_\_\_\_\_

Email: \_\_\_\_\_

**Total number of Scouts** \_\_\_\_\_ **X \$7 = \$** \_\_\_\_\_ **Amount Paid**

Please make checks payable to “TIDEWATER COUNCIL, BSA”

## 2014 Three Rivers District Pine Wood Derby Car Inspection Process

**Date/Time:** March 22th, 2013     **Check-in:** 9:30AM -10:30AM     **Races Begin:** 11:15AM

**Location:** Lower Deck store by Sears at Greenbrier Mall on Greenbrier Parkway

**Who:** All Three Rivers District Cub Scout Pack Champions (Top 3 per Rank from your Unit)!

### Inspection Information:

- No more than 2 Leaders from each Pack will bring in all the cars from their unit to be inspected. (Meet with parents ahead of time to collect them and get them ready)
- Simple modifications will be allowed, such as removing a little material to be at or under the 5 oz weight restriction. Any modifications involving the replacement of wheels, or significant adjustment will be not allowed. Race marshals have final say. Please refer to the rules for the race.
- All cars need to have the Cub Scouts Name and Pack Number labeled in print and clearly on it. (On the bottom is good)
- Any cars found to be in obvious violation of the rules will be impounded for the length of the racing event, to be returned after all racing is complete.
- All cars will have a ¾" round sticker placed on it for our racing schedule process.
- The top three cars to finish each rack event will be allowed to go onto the Council Pinewood Derby Race. We will advance the names to those Race officials later that day.

### Inspection Process: (see rules for more information)

- Each Pack representative will be sent a email no more than two days from the end of registration giving you the time that you need to arrive to have your Packs cars inspected.
- These leaders will be given a time between 9:30 and 10:30 to bring the cars to the inspection table to pass inspection.
- Keeping to this time will prevent the massive lines from the previous years. Please try to have all the cars ready for inspection when you arrive at your assigned time.
- Inspection will look at weight, size, wheels, axles, and for the required information.
- The inspection process will include matching cars to registrations, assigning a race number and placing the sticker on the car, and placing the car safely in that ranks race location.
- Once the cars have been inspected, then you are done with the process.

## Estimated Planned Race Schedule with Two Running Tracks

(Times for race starts may vary)

- |                        |                   |
|------------------------|-------------------|
| • Inspection           | 9:30 am – 10:30am |
| • Tigers Cubs - Wolves | 11:15 am          |
| • Bears - Webelos I    | 12:15 pm          |
| • Webelos II           | 1:15 pm           |
| • Championship         | 2:15 pm           |
| • End/Clean up         | 3:00pm            |

## 2014 Three Rivers District Pinewood Derby Rules

### What Scouting goals does the pinewood derby help a Cub Scout achieve?

- **Sportsmanship and good citizenship** is taught by following the derby rules and cheering on friends and den partners as they race against others in the Pack, District, and Council.
- **Personal achievement** comes to any boy who picks up a woodworking tool and shapes raw wood into a sleek design. And, by learning woodworking, he prepares himself to more easily serve in the Boy Scouting's service projects.
- **Family understanding** is enhanced because building a pinewood derby car puts the boy and his mom, dad, or other adult partner into a close and sometimes intense learning experience over, potentially, many hours.

How we act at the Pinewood Derby is very important and we want the boys to learn and understand good sportsmanship. At all times during the Three Rivers District Pinewood Derby event we need to have all Scouts, leaders, and parents practice good sportsmanship. The District Pinewood Derby Committee congratulates the selected competitors and appreciates you working with us to put on a great District Pinewood Derby.

### These rules are approved and in agreement with Tidewater Council Pinewood Derby Officials.

#### I. Car Specifications:

1. Maximum Width - 2  $\frac{3}{4}$  inches.
2. Maximum Length - 7 inches.
3. Maximum gross weight - 5 ounces.
4. Minimum Width between wheels (inside to inside of wheel rim) - 1  $\frac{3}{4}$  inches
5. Minimum bottom clearance between car and track -  $\frac{3}{8}$  inch.
6. Maximum Height - 3 inches (finish line gate will obstruct a taller car).

#### II. Car and Race Rules - Simple Version:

1. Build your car using the materials and instructions that come in the box.
2. Build the car together and let the boys do as much work as possible.
3. Do your best, be creative, come out and have fun!

#### III. Car Rules - Fine Print Version:

1. This is a Cub Scout Event. Boys should be as large a part of the building process of these cars as possible.
2. Only cars built this program year may enter this event. Any construction of the car should be of a method and ability level of a boy between the ages of six and eleven years of age.
3. No non-BSA pinewood car kits, purchased pre-assemble cars, cars and parts purchased from third party resellers or any other car not made with assistance from the Cub Scout may not enter this event.
4. Car Body:
  - a. Only the wood body or precut kit from a Official BSA Pinewood Derby kit will be permitted to be used as the car body structure. All kits have to be official BSA seal and/or emblem.

- b. Metals, plastics, composites or any other materials are not allowed as a structural part of the car body.
    - i. This section does not prohibit metal weights, wood fillers, paint or decorations as long as they are not a structural component of the car.
  - c. The entire car, including wheels, must line up behind the starting post. (The track starting post is less than ¼" wide and approximately 1" tall).
  - d. Weights and decorations must be fastened securely. No loose parts are allowed to be on or in the car.
  - e. The car shall be freewheeling with no starting device(s).
    - i. This section prohibits the use of magnets, springs, "sticky" front surfaces or any other condition deemed by the Race Officials to be a starting aid or device.
  - f. The pre-cut axle slots are not required to be used; however the axles must be installed directly into the wood car body, not another material on or in the car body.
  - g. Paint shall be dry.
5. Axles
- a. Only Official BSA Pinewood Derby axles are permitted. No other axles are allowed. Straight, one-piece solid axles (one axle for two wheels) are not allowed.
  - b. Removal of imperfections and polishing of axles is permitted.
  - c. Axles may not be modified or altered. This section prohibits the following:
    - i. Any modification or alteration that changes the shape of the axle or axle head including:
      - 1 Cutting, beveling, grooving, slotting of the axle shaft, point, or axle head.
    - ii. Any clad, coated, treated or other exotic finished axles (This includes Official BSA made axles altered or modified in the same manner and resold by third parties).
    - iii. Springs, washers or bearings (Graphite pads or other components on the side of the car body where the wheel touches the car are considered bearings and are not allowed).
6. Wheels
- a. Only Official BSA Pinewood Derby wheels are permitted. No other wheels are allowed.
  - b. Wheels may be lightly sanded and polished to remove tread surface imperfections. After polishing the following conditions must exist:
    - i. All lettering, on the outside and inside of the wheel must be visible and untouched.
    - ii. Tire ridges along the outside of the tread must be visible.
  - c. Wheels may not be altered. This section prohibits the following:
    - i. Cutting, beveling, grooving, drilling or lathing of any part of the wheel.
    - ii. Any modification or alteration that changes the size or shape of the wheel.
    - iii. Removal of any material from the inside of the wheel.
    - iv. Any change to the width or size of the tread area including rounding, cupping, slotting or railing the wheel.

- d. Wheel coverings (hubcaps) are not permitted.
  - e. Dry lubricant (i.e. graphite) only. Liquid lubricants are not allowed.
  - f. All cars must have four wheels and they must be aligned with the direction of travel and installed as to run outside the lane center strip on the track. Wheels must be installed in pairs opposite of each other with no staggering of the alignment.
7. All decisions of the Race Officials shall be final.
  8. The Council or District will not mediate any protest.
  9. Any car with illegal wheels will be absolutely rejected or impounded without competing at the time of the race. Judges can use any method to determine if the wheels have been altered including removing the wheels. No adjusting or wheel changes will be allowed at time of check in. A Scout must be honest, adults and parents will be held responsible for being a proper role model in fair competition!

#### **IV. Race Rules - Fine Print Version:**

1. This is a Cub Scout Event. All participants and spectators are expected to display Scout like behavior.
2. Proxy racing is not allowed. Cars must be presented for inspection and raced by the registered Cub Scout.
3. Cars will be weighed-in on the official race scale. The official scale will be the final determination of the weight of the car. The Race Officials will be the final authority as to the method and procedure for weighing the cars.
4. Cars will be inspected to determine if all of the specifications have been met. Close attention will be paid to the wheels and axles. The Race Officials will be the final authority as to whether the car has been built within the rules of this event.
5. A box template will be used to determine if the car was built to the specifications defined in Section I above. The car must fit into the template box or it will not be entered into the race.
6. Cars will be impounded for racing after inspection and weigh-in. The cars will be placed in the impound area and no further adjustments will be allowed. Car will be returned after the race.
7. Only Event Officials and authorized Cub Scout Racers are permitted inside the impound area or track area. Violation of this rule may lead to disqualification and dismissal from the event.
8. Race officials will eject immediately anyone with behavior that distracts or obstructs the event.
9. Races will be run by Rank – Tiger, Wolf, Bear, Webelos 1 G4, Webelos 2 G5 and an overall final.
10. Race times and positions, if displayed, are to be used for reference only.
11. Race times and positions will not be available for request at anytime during the race day.
12. Scoring shall be completely determined by the District Pinewood Derby Committee. The top three finishers from each rank will advance to the finals Grand competition and may continue on to the Council sponsored Pinewood Derby race for that year.
13. In the event of a tie for any of the top three positions an extra set of runs may be used to break it, and this will be determined by the race Official(s).

14. If a low number of Cubs are entered for a particular Rank the racing format may be changed from one format to another. This change will be at the discretion of the race Official(s).
15. Cars that jump the track two times will be disqualified.
16. In the event of a car's breakdown due to another car or factor in competition a maximum of five minutes of "pit time" may be allotted for repairs. The "pit time" will be at the discretion, and under the supervision, of a Race Official(s).
17. Protests should be brought to the attention of the Race Officials immediately. No protests will be considered after the start of the ensuing race.
18. All decisions of the Race Officials shall be final.
19. The Council will not mediate protests. This includes protests after the fact to the Council via email, telephone or other method of contact.
20. It is up to the Pack representatives to ensure all registration information for their cars is complete and correct at the time of final inspection.

#### **V. Inspection Process - Fine Print Version:**

1. The inspection process for pinewood racecars is decided and agreed by the District Pinewood Derby committee. The process can be changed and voted on at any time before and during the process if required by any or combination of factors.
2. The default inspection process is as follows unless redefined by the committee:
  - a. Representatives from each unit not numbering more than three leaders will bring all cars that the Pack is submitting with clearly labeled information sheet filed out completely.
  - b. All forms will be submitted with clear legible names and information at the time of inspection if not submitted before. Any information not clearly written will be acquired by best guess.
  - c. A time slot may be given to turn in and inspect cars at an inspection event.
  - d. Any adjustments to pass inspection by any car are to be determined by the race officials.

#### **Good luck Scouts and... Start Your Engines!**

Just because something is not explicitly included or excluded in the above list of rules, do not assume it is permitted. If you have any question or uncertainty of the rules, please contact:

**Christian Tynch at 757-708-4305 or [ctynch001@gmail.com](mailto:ctynch001@gmail.com).**

The Race Officials will be the final authority as to whether the intent of these rules have been followed and will make the final determination as to the eligibility of the car to be entered into the event.

*Our apologies to those that agree the above rules are long, complex and redundant. For the vast majority of the boys competing, the simple version of the rules is all we need to have a competitive and fun event*