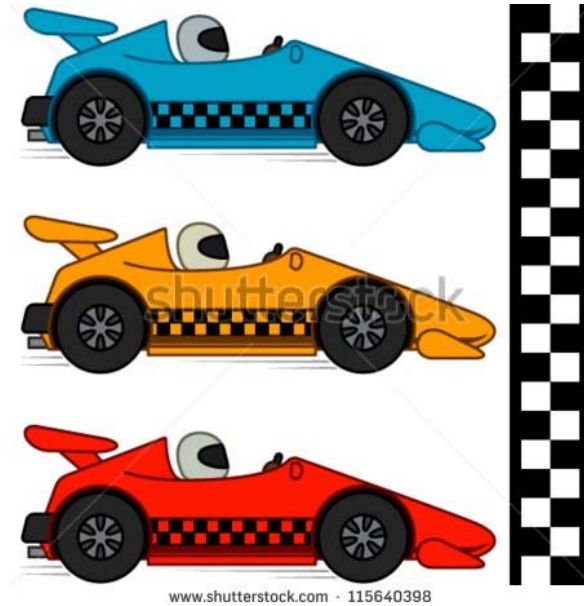


2018 Tidewater Council Pinewood Derby



Leader's Guide and Registration Form

Saturday, April 14, 2018

**Greenbrier Mall
1401 Greenbrier Parkway S.
Chesapeake, VA 23320**

Tidewater Council

Pinewood Derby Schedule and Entry Information

Derby Date: Saturday, April 14, 2018

Derby Location: Greenbrier Mall, 1401 Greenbrier Parkway S., Chesapeake, VA 23320
Center Court by Macy's and additional track in Mall courtyard by Sears

Derby Chair: Tim Roisen, 757-373-1082 at budah1@cox.net (Subject line: Council Pinewood Derby)

Derby Eligibility: The top three finishers of each Rank from each district are eligible to enter this event. Arrow of Light Scouts that raced in the district derby this year are eligible to race. Also, see additional races available.

Derby Entry Fee: Qualified district racers are free-of-charge to enter the Council races. The district derby chairs will submit names of these racers on the form in this guide, after the district races.
The Modified Hotrod and the Showroom Special are \$10 per car (30 slots each class available)
The Corporate Class \$25 per car – Free Derby car kit, no weights (Put your company Logo on your race car)

Registration: Qualified racers are submitted by the district derby chair. **For other racers**, registration forms and entry fees can be delivered to the Tidewater Council Store before the deadline. **DEADLINE is Wednesday, April 11, 2018 at the Council Scout Store, or on Tentaroo. NO LATE REGISTRATIONS WILL BE ACCEPTED.**

Schedule:	RANK/DIVISION	Check-In	Race Time
	Webelos & AOL	9:30 to 10:15 AM	10:25 AM
	Wolf & Bear	9:30 to 10:15 AM	10:25 AM
	Opening Ceremony		10:20 AM
	Lion & Tiger	10:30 to 11:15 AM	11:20 AM
	Stock & Pro-Stock Race	10:30 to 11:15 AM	11:20 AM
	Awards for Ranks		12:00 PM
	Overall Council Races for Ranks		12:10 PM
	Awards for Overall Winners & other divisions		12:25 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 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: Please follow the Official Rules included in this Guide for car construction.
Cars not built to the specifications and rules will not pass inspection.
Timely arrival will allow more time for any needed "last minute" adjustment.
Volunteers are always welcome and encouraged to contact the chair to help out.

Official Pinewood Derby Rules

Qualified Racers from Districts & Showroom Special Racers

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. All 4 wheels must be on the track.
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: Cars must be this year's construction and the car that won district race.

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 – Lion, Tiger, Wolf, Bear, Webelos, and Arrow of Light. Trophies shall be awarded for the top three racers in each Rank Group. Trophy winners will then race against each other for 1st, 2nd, and 3rd place for the 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 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.

STOCK:

- This division is the essence of the Pinewood Derby and in the sense of fair play we've kept the rules simple. The basic qualifications are listed above and the same as for the Qualified racers.
- Only official BSA Pinewood Derby Kit wheels, and BSA axles may be used. Wheels may be lightly sanded to remove the mold projection. This very light sanding is the **ONLY** wheel modification allowed. All markings must be intact on the inside and the outside of wheel. Colored BSA wheels are permitted.
- All 4 wheels must be on the track at all times.
- BSA axles may be polished, deburred and lubricated but must be left otherwise untouched – period. No lubricating oil or liquid lubricant of any kind may be used. Only powdered graphite is permitted.

CORPORATE CLASS & PRO-STOCK:

- Cars must not exceed 5 ounces, must fit in the box (see car spec's in basic derby rules), and stay on the track.
- Gravity driven, no motors.
- Graphite is the only lubricant allowed at a Tidewater Council Pinewood Derby.

Tidewater Council Pinewood Derby

Official Registration for District Qualified Racers

Derby Date: Saturday, April 14, 2018

Derby Location: Greenbrier Mall, 1401 Greenbrier Parkway S., Chesapeake, VA 23320

Derby Entry Fee: FREE for District Qualified Racers

The following Cub Scouts are the top three finishers for their rank in the district (please print clearly)

Registration Deadline: Wednesday, April 11, 2018

DISTRICT: _____ **District Chair:** _____

Phone: _____ **Email:** _____

LIONS

1st _____ Pack _____

2nd _____ Pack _____

3rd _____ Pack _____

WOLF

1st _____ Pack _____

2nd _____ Pack _____

3rd _____ Pack _____

WEBELOS

1st _____ Pack _____

2nd _____ Pack _____

3rd _____ Pack _____

TIGER

1st _____ Pack _____

2nd _____ Pack _____

3rd _____ Pack _____

BEAR

1st _____ Pack _____

2nd _____ Pack _____

3rd _____ Pack _____

ARROW OF LIGHT

1st _____ Pack _____

2nd _____ Pack _____

3rd _____ Pack _____

The District Derby chairs will complete this form and turn it into the Council Derby Chair upon completion of the district races.



**Tidewater Council Pinewood Derby
Greenbrier Mall (courtyard at Macy's)
1401 Greenbrier Parkway S.
Chesapeake, VA 23320
April 14, 2018**



STOCK & PRO-STOCK Racers

Design and race your car at our Council Pinewood Derby. Purchase of a Pinewood Derby Car Kit required. There is only room for 30 Stock and 30 Pro-Stock. Trophies awarded to the top three racers in both categories. Please see the council guide for official racing rules for your car classification.

Check-in: 10:30 AM
Races Start: 11:20 AM
Awards: 12:00 PM (Time is approximate)

Driver's Name: _____

Driver's Address: _____

Driver's Phone: _____

Driver's Email: _____

Fee: \$10.00 per car

Registration Deadline: April 11, 2018

Please Check (one): Modified Hotrod Showroom Special

Register online: <https://tidewater.tentaroo.com/> Create an individual account and register

Register in person: Bring or mail your completed registration form and fee to: Tidewater Council, Attn: Council Derby Chair, 1032 Heatherwood Drive, Virginia Beach, VA 23455

For Additional Information, please contact Council Pinewood Derby Chair

Account Number: 1-6801-252-20

SW # =6252



**Tidewater Council Pinewood Derby
Greenbrier Mall (courtyard at Macy's)
1401 Greenbrier Parkway S.
Chesapeake, VA 23320
April 14, 2018**



Corporate Class Racers

Tidewater Council is inviting our local businesses to come out and race with the best of the best pinewood derby racers. Our Scouts have qualified at the Pack and District level and are ready to compete for the Council trophies. We have added some new races to make the day an event to remember. Sign up and show off your company Logo. Your entry fee provides you a pinewood derby car kit (no weights) and a few basic instructions. You design your car, not to exceed 5 ounces, it must fit in the box, and stay on the track, otherwise be creative. Bring along a small display (approx. 3'x3' space) to promote your local business. This category limited to 30 cars.

Check-in: 10:30 AM
Races Start: 11:20 AM
Awards: 12:00 PM (time is approximate)

Business Name: _____

Business Address: _____

Business Phone: _____ **Email:** _____

Driver's Name: _____ **Driver's Phone:** _____

Driver's email: _____

Fee: \$25.00 per car

Registration Deadline: April 11, 2018

Register online: <https://tidewater.tentaroo.com/> Create an individual account and register

Register in person: Bring or mail your completed registration form and fee to: Tidewater Council, Attn: Council Derby Chair, 1032 Heatherwood Drive, Virginia Beach, VA 23455

For Additional Information, please contact Council Pinewood Derby Chair

Information for Scouts and Parents

Council Pinewood Derby, April 14, 2018



CONGRATULATIONS, YOU MADE IT TO THE COUNCIL RACE!

This guide will help you 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 field uniforms (Class A) and to conduct themselves in accordance with the Scout Law. Parents and guests are expected to set good examples for the Scouts.*

Purpose: The pinewood derby is meant to provide an opportunity to have fun, teach good sportsmanship, follow rules, learn woodworking techniques, and for a Scout to make a creative project. There are no college scholarships, so *park* the stress, and let the races be fun!

1. **LUBRICATION & ADJUSTMENTS:** Please conduct a final lubrication and adjustments prior to check-in. Lubrication is not provided. Once cars pass inspection, they cannot be adjusted.
2. **CHECK-IN:** Scouts will sign in and be given a sticker with their assigned car number. The Scout shall remove or cover other numbers already on the car and firmly affix the Council's number sticker to the top of the car.
3. **INSPECTION:** Scout 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.
 - d. Some tools will be provided; however spare parts may not be available.
 - e. 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 top three cars in each rank group will earn trophies.

- d. After all the Groups have finished, the Rank Group winners will race against each other with the top three winning Council Overall Trophies.
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 Scouts and taken to the Pit Area.
- 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.
 - During this Yellow Flag period, the track shall be checked for damage or problems and the lanes swept to remove any debris.
 - 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 rerun.
 - 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:** One of the goals of the Pinewood Derby is to help Cub Scouts learn good sportsmanship.
- 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.
 - Scouts should cheer for and support their fellow Cub Scouts, winning cars or not, and never "boo!" anyone.
 - 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.
 - The Race Director has the right to disqualify a car for ongoing or extreme poor sportsmanship on the part of a Cub Scout or their parents and guests.

