

# 2019 Three Rivers District Pinewood Derby Rules & Leaders Guide

Saturday, March 9, 2019  
Chesapeake Square Mall  
4200 Portsmouth Blvd  
Chesapeake, VA 23321

# Three Rivers District Championship

## Pinewood Derby Schedule and Entry Information

**Derby Date:** Saturday, March 9, 2019

**Derby Location:** Chesapeake Square Mall, 4200 Portsmouth Blvd, Chesapeake, Virginia 23321

**Derby Chair:** Tim Roisen, 757-373-1082 at [3riverstim@gmail.com](mailto:3riverstim@gmail.com). (Subject line: Three Rivers District Pinewood Derby)

**Derby Eligibility:** The top three finishers of each Rank from each pack are eligible to enter this event. Arrow of Light Scouts that raced in the district derby this year are eligible to race. Should any of the top three finishers be unable to attend the Championship, the Pack Chair may move the next ranking racer to eligibility. This must be finalized by the Pack Chair with the District Chair prior to the beginning of the check in/inspection for the rank.

**Derby Entry Fee:** Qualified pack racers are \$10.00 per car. The pack derby chairs will submit names of these racers in the online Tentaroo registration after the pack races. The form below may be used as a guide and emailed to the District Derby chair listed above if you have a problem with Tentaroo.

**Registration:** Qualified racers are submitted by the district derby chair. DEADLINE is Wednesday, March 6, 2019 on Tentaroo or emailed to the District Derby Chair at the above email. NO LATE REGISTRATIONS WILL BE ACCEPTED. 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.

### Derby Schedule:

Rank	Check-in/Inspection*	Race Start Time**
Arrow of Light	10:30 a.m. - 11:15 a.m.	11:25 a.m.
Webelos (Grade 4)	10:30 a.m. - 11:15 a.m.	11:25 a.m.
Bear	10:30 a.m. - 11:15 a.m.	11:25 a.m.
Wolf	11:30 a.m. - 12:15 p.m.	12:25 p.m.
Tiger	11:30 a.m. - 12:15 p.m.	12:25 p.m.
Lions	11:30 a.m. - 12:15 p.m.	12:25 p.m.

Awards for all Ranks will be conducted at completion of that ranks races

Finals begin at conclusion of all rank awards

Overall Awards will be conducted at completion finals races

\*Cars must be presented for 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

### Car Specifications:

- Maximum Width -2 ¾ inches.
- Maximum Length -7 inches.
- Gross weight -shall not exceed 5 ounces.
- Width between wheels – 1 ¾ inches
- Clearance between car bottom and track – no less than 3/8 inch.
- Height -3 inches maximum (finish line gate will obstruct a taller car).
- Wheel base can be modified provided the front wheels do not extend past the front of the car itself.

### Car Rules:

- All 4 (four) wheels must be on the track.
- Only dry type lubricant is permitted. (i.e. graphite).
- Only official Cub Scout Grand Prix Pinewood Derby wheels and axles are permitted.
- The car shall be freewheeling with no starting device(s).
- The entire car must line up behind the starting post.
- Weights must be fastened securely, and paint shall be dry.
- Wheel bearings, washers, bushings and springs are prohibited.
- Wheels and axles may not be altered, other than being polished to remove imperfections. No changes to the size or shape of the wheels and axles are permitted.

**Race Rules:** Cars must be this year’s construction and the car that won district race.

- 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.
- 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.
- Only Racers and Officials are permitted inside the impound or track areas.
- 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 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place for the Council Overall trophies.
- 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.
- 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.

# Three Rivers District Pinewood Derby Official Registration for \_\_\_\_\_ Pack Qualified Racers

The following Cub Scouts are the top three finishers for their rank in the Pack.

**Deadline:** Wednesday, March 6, 2019. The Pack Derby chairs will complete this form in Tentaroo and turn it into the Council Derby Chair upon completion of the pack races. There is a Fee of \$10.00 per car to race.

Pack: \_\_\_\_\_ Pack Chair: \_\_\_\_\_

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

## LIONS

1st \_\_\_\_\_

2nd \_\_\_\_\_

3rd \_\_\_\_\_

## TIGERS

1st \_\_\_\_\_

2nd \_\_\_\_\_

3rd \_\_\_\_\_

## WOLF

1st \_\_\_\_\_

2nd \_\_\_\_\_

3rd \_\_\_\_\_

## BEAR

1st \_\_\_\_\_

2nd \_\_\_\_\_

3rd \_\_\_\_\_

## WEBELOS

1st \_\_\_\_\_

2nd \_\_\_\_\_

3rd \_\_\_\_\_

## ARROW OF LIGHT

1st \_\_\_\_\_

2nd \_\_\_\_\_

3rd \_\_\_\_\_

# Information for Scouts and Parents

Three Rivers District Pinewood Derby, March 9, 2019



## CONGRATULATIONS, YOU MADE IT TO THE DISTRICT 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.

- 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 rerun.
- 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.

6. **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 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 poor sportsmanship on the part of a Cub Scout or their parents and guests.

