

2022 Albemarle District Pinewood Derby

Guidebook



**Hey
Cub Scouts...
Get Ready
to Race!**

Saturday, March 5, 2022

Location:

Sawyers Creek Baptist Church

241 Sawyer's Creek Road

Camden, NC 27921

Albemarle District Pinewood Derby

- Derby Date:** Saturday, March 5, 2022
- Derby Location:** Saywer's Creek Baptist Church, 241 Sawyers Creek Road, Camden, NC 27921
- District Derby Chair:** Anthony Dowd can be reached at adowd2@yahoo.com or Phone: 813-850-8059
- Derby Eligibility:** All racers of each rank from every pack in Albemarle District are eligible to race. Arrow of Light (AOL) that have just bridged to a troop are still eligible. Family Fun Run races are an open class that will race after the qualified racers.
- Derby Entry Fee:** Qualified pack racers \$8.50 per car. Family racers (no trophies this is for bragging right only) \$10 per car.
- Registration:** Registration can be done on Blackpug at <https://scoutingevent.com/596-AlbemarlePinewoodDerby2022> . Late registration starts February 20, 2022 and deadline to register is Friday, March 4th, 2022.

Derby Schedule:

Check-In and Inspection:

Bear, Webelos, and AOL	10:00 to 10:30 AM
Lion, Tiger, and Wolf	10:30 to 11:00 AM
Family Racers	11:00 to 11:15 AM
Opening Ceremony	11:15 AM

Races:

Bear, Webelos, and AOL	11:30 AM
Lion, Tiger, and Wolf	12:00 PM
Family Racers	12:30 PM
Overall	1:00 PM
Grand Champion and Closing Ceremony	1:30 PM

Awards will follow each racing group and finals at 1:30 PM. Start times are tentative and may be delayed, depending upon the number of racers.

Cars must be presented by the owner, during designated check in time, and pass inspection in order to race. The District Derby Chair has the final word on car and racer qualifications.

Awards: Trophies will be presented to the top three finishers of each rank and the top three finishers of the District Overall races. Family Racers will not receive a trophy.

Returning Derby Cars to Owners: All winning cars will be returned to the scout at the end of all racing. The top three finishers of each rank qualify for entry in the Council races on April 9th. There is no additional fee for Council races.

Tidewater Council

Official Pinewood Derby Rules

Car Specifications:

1. Overall Width - 2 3/4 inches.
2. Length - 7 inches.
3. Gross weight - shall not exceed 5 ounces.
4. Width between wheels – 1 3/4 inches.
5. Clearance between car bottom and track – no less than 3/8 inch.
6. Height - 3 inches maximum (finish line gate will obstruct a taller car).
7. Wheelbase can be modified provided the front wheels do not extend past the front of the car itself.
8. The main body of the car must be constructed out of pinewood.

Car Rules:

1. Wheel bearings, washers, bushings and springs are prohibited.
2. Only official Cub Scout Grand Prix Pinewood Derby “MADE In USA” BSA wheels and axles are permitted.
3. The car shall be freewheeling with no starting device(s).
4. All four wheels must be on the track.
5. Only dry type lubricant is permitted. (i.e. graphite).
6. 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.
7. The entire car must line up behind the starting post.
8. Weights must be fastened securely, and paint shall be dry.

Race Rules:

1. Cars must be this year’s construction and the car that won at the prior level race. i.e. Pack car goes to District, and District to Council. All cars are eligible to register on their own for Nationals in New York.
2. 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.
3. 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.
4. Only Race Officials are permitted inside the impound or track areas, unless otherwise granted.
5. 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 top three places for District overall winner.
6. 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.
7. 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.

Derby Tips:

1. Please follow the official rules for car construction.
2. Cars not built to the specifications will not pass inspection and not race.
3. Allow time for “last minute” adjustment. The district scale is the one that counts.
4. Remember the Scout Oath and Law, and good sportsmanship.

Information for Scouts and Parents

Albemarle District Pinewood Derby

Congratulations to the Scouts participating in the district

racers! This guide will help you prepare for race day.

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. **INSPECTION:** Each car will be inspected and weighed by Race Officials and after passing inspection will be impounded.
 - a. If a car should fail inspection, we will attempt to contact the Scout's family for potential problem solving solution, 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. 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.
3. **RACING OVERVIEW:** All races will be run using rotations 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. Within a Group, every car will race a minimum of four times (Heat Races). Points will be awarded based on a cars finishing position.
 - b. The top three cars in each rank group will receive trophies, and race for District Overall.
 - c. The top three finishers also qualify to race in the Tidewater Council Pinewood Derby.
4. **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, the team will attempt 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.
5. CONDUCT: One of the goals of the Pinewood Derby is to help Cub Scouts learn good sportsmanship.