

Pack 680 Pinewood Derby

Official Rules and Schedule of Events

January 25, 2003



The Cub Scout Pack Committee of Sacred Heart hopes you and your son fully enjoy all the fun of the Pinewood Derby. All registered scouts are eligible to participate. This copy of the 2003 Official Event Schedule and Rules is designed to inform you and your family of how the Pinewood Derby Race is conducted. **We encourage you to read it in its entirety.**

As with any Cub Scout event, the goal is for you and your son to share the experience. The Pinewood Derby is a special event in that your son will need some assistance to build his car to meet race qualifications. But let's all remember that "The Goal is to have your son build his car, not have him help build your car."

For those dads who have the "Derby Fever," we are including a special race this year for those desiring to build their own car. No awards will be given, just "braggin' rights."

As you also well know, the boys will be quite excited on race day and since there are only a limited number of adult leaders, we ask you to assist us in managing all that energy. Read the rules listed in this document with him so he knows what's going to happen.

Since the Church Hall will be filled with the track and various race related table set-ups, we ask you to make sure your son knows before going in that we expect him to be on his best behavior - no climbing or sitting on tables, absolutely no one in the Pit area and no running in the Hall. Your assistance will make the event run smoothly (no time-outs) and safely for everyone.

Accidents do happen, no matter how careful the race officials try to be in handling the cars. If an accident does occur and the car requires repair, every effort will be made to correct the broken part to ensure a fair race.

The race replaces the January Pack meeting so full uniform is required.

As always, if you have any questions about this document or just need clarification on a rule, please contact your Den Leader.

Pack 680 Pinewood Derby Committee

SCHEDULE OF EVENTS

Racers, Start Your Engines!

(or, if you're like some of us, start carving that block of wood!)

It's time for the 2003 Pinewood Derby race! It will be held on Saturday, January 25 in the Church Hall starting at 9:30 a.m. Hot dogs, pretzels, popcorn, bakery items and soda will be available at costs of \$0.50-0.75. We only ask that you keep all food away from the race track area and do your part to keep the Hall clean. Official check-in (cars weighed-in and officially registered) will be FRIDAY, JANUARY 24 AT THE KISTER HOUSE FROM 6:00-8:00 P.M.

Here's a snap shot of the Event Schedule.

Time	Event	Comments
9:00-9:15	All Scouts Arrive	Don't be late - choice seating (floor) and standing room will go fast.
9:15-9:30	Announcements by Cubmaster	
9:30-10:00	Tiger Cubs Race and Award Presentation	All registered Tiger Cub cars will be raced to determine the winner. <i>1st, 2nd, 3rd place winners will be handed out immediately.</i> <i>NOTE: Tigers will not be eligible for special category awards nor the Pack First, Second and Third place awards since at this age, most of the work is done by the parent.</i>
10:00-10:30	Wolves Race	All registered Wolf cars will be raced to determine the division winner. Wolf awards will be awarded at final ceremony.
10:30-11:00	Bears Race	All registered Bear cars will be raced to determine the division winner. Bear awards will be awarded at final ceremony.
11:00-11:30	1st Year Webelos	All registered Webelos cars will be raced to determine the division winner. Webelos awards will be awarded at final ceremony.
11:30-12:00	2nd Year Webelos	
12:00-12:30	Derby Finals	Top 3 Finishers from each Division race for the Pack overall <i>1,2 and 3 spots!</i>
12:30-12:45	Parent's Race	All of the dads (<i>or moms</i>) who want to <i>build their own car</i> have a chance to show their stuff!! Cars must meet District specifications.
12:45-2:00	Wolf, Bear, Webelos and Pack Awards Presentation, Final Ceremony	Wolf, Bear and Webelos awards are awarded at this time. Overall Pack winners and special categories are also awarded.

2001 OFFICIAL RULES

Attendance

It has always been a goal of Pack 680 to provide a learning experience for the Cub Scout in a race which is fair to all. In the event a Cub Scout is not able to attend the Derby due to a circumstance beyond his control, such as sickness or conflict with other family events, his car may be certified to race only if a parent or relative is present to represent the Scout throughout the race event. Permission must be sought with your Den Leader at least 24 hours in advance in case of a previously scheduled event.

If an emergency occurs at the last minute, parents may request their Den Leader to represent them, as long as they can get the car to the Den Leader 24 hours before the event. Emergencies include sudden family sickness or death. The Leader may make alterations to the car to meet race qualifications. Parents and scouts agree to accept any modifications made to the car and race results as judged by race officials.

Check-In

All cars will be inspected and weighed in by the independent judges. Each car will have a unique race number (see list at end of this document) and will be listed on an official check-in sheet.

Cars must be checked in for weight, width and length. At least 3 of 4 wheels must touch the track.

Lubricant (only graphite powder may be used) must be applied prior to check-in.

Even if you and your son made 6 trips to the Post Office or the Hobby Shop to weigh the car on ultra-sensitive digital scales, it is possible that during weigh-in, judges may pronounce your car overweight. It happens. And yes, the scales will be calibrated with a standard 5 ounce weight prior to weigh-in. Don't get upset, especially with the officials. No two scales, no matter how sensitive, are going to be exactly alike. The point of the check-in is to ensure that every car is weighed-in on the same scale, thereby ensuring a fair race for all. And if you have to make any last minute modifications.....

Last Minute Modifications

Parents should take adequate steps to minimize last minute modifications to cars. This includes several test weigh-ins as the car is being built. Check the car's dimensions before applying that high-tech seven layer flamed paint job. The Pack will have tools (drills), a few weights and extra wheels and some helpful hands (**look for the Pre-race Tune-up Table at Friday nights weigh-in**) to modify cars at weigh-in, but only enough to get the car to qualify. The downside to last minute modifications is the potential destruction of that great paint job your son labored so hard to finish. Planning is the key to success.

Please read the enclosed District regulations and specifications. Your son will likely not read them, so it is up to the parents to make sure the car is legal. *Scouts have been greatly disappointed in the past when their cars were not able to compete.*

Controlled Access

The race track is Pack 680's state of the art track. It features 3 track lanes and electronic timers. The derby will be facilitated by our Cub Scout parent volunteers. We will do everything possible to ensure a fair race for all.

Once cars are checked in, no alterations are allowed and only race officials are allowed access to the cars. All cars must stay on the check-in table at all times except to race. No one is allowed to touch a car at any time after it has been accepted for the race. The judges will place the cars on their track and retrieve them during the entire race.

Special category judging will occur just after weigh-in and before racing begins. Your son's car must be present at the completion of all races in order to qualify for special category judging.

No Scouts or parents are allowed within the track boundaries at any time during the race. No food or drink is allowed within the track boundaries. All food and drink must stay in the designated areas.

Start Your Engines

Andy Green will announce the beginning of the race to alert Scouts and Parents that their division is on the track and ready for the first heat. Scouts and parents involved in the current race will be given front row seats (floor seats) and standing room around the track. Please make room for the new racers once your son's division is finished.

The Race

The cars will be raced on the track in groups of three, but timed individually. An elimination format will be used with the following points given for finished places in each heat:

- 1st Place: 1 point**
- 2nd Place: 2 points**
- 3rd Place: 3 points**
- Elimination Threshold: 9 points**

As you race, you accumulate points. Since there is a 9-point threshold, each car will race at least 3 times and up to 9 times.

Judging Heats

Tiger Cub heats are judged and awards presented before the rest of the divisions begin. This is done so the younger scouts are recognized immediately while the excitement of their race is still fresh in their minds. Once all Tiger Cub awards are presented, Wolves, Bear and Webelos will race.

The three fastest cars in each division will receive awards. After all divisions have raced, the first, second and third place winners in each division will go to the final elimination round to determine the overall Pack 680 1st, 2nd and 3rd place winners.

During a heat, if a car interferes with another car in any way, the heat will be re-run. If a weight or detailed part comes off of the car during the race, it may be reinstalled. If a wheel breaks, at the discretion of the judges, a new wheel may be installed. If a significant delay (5 minutes or more) is required to repair the car, the car will be disqualified from the race. Repairs may be made at the Tune-Up table. If any car needs to be repaired, it must be done only under the supervision of racing officials and will be subject to re-weighing before being allowed to race.

THE JUDGE'S DECISIONS ARE FINAL!

The entire race is run through **RaceView®** software. The program chooses which lane and heat each car is to run in. This is the finest software on the market and will ensure a fair race for all.

After The Race

At the end of all heats for a division, Andy Green and Ted Yahl will announce the official first, second and third place winners. Scouts will be awarded their trophies after all divisions have completed their races. We ask those families that race early to stay and cheer on all later racers and especially participate in the final awards event. This is when Wolf, Bear and Webelo trophies will be presented.

The top 5 winners in the Pack (based on best times- eg., lowest elapsed times) will be allowed to advance to the District event at Chesterfield Mall on February 1, 2003. Pack 680 heat times to be announced later. If your son cannot participate in this event, let us know immediately so the next fastest winner can be named to attend.

Retrieving Your Son's Car

After each Den has run their race, race officials will place those cars on a separate pick-up table. Stop by and retrieve that valiant stallion. Your son will want to add this car to his stable of noble competitors.



Awards Ceremony

Andy and Ted will present the Special Category winners first, then the First, Second and Third place division trophies starting with Wolf, followed by Bear and then Webelos. After all division trophies have been presented, Andy and Ted will present the Pack first, second and third place trophies, and the Pack 680 Traveling Trophy.

- All Scouts entering a qualifying car will receive an official Pinewood Derby Race vest patch.
- Tiger Cub First place will receive a 4-inch trophy; 2nd and 3rd will receive a 3-inch trophy.
- Tiger Cubs will also receive a Pinewood Derby Pendant.
- First place Wolf, Bear and Webelos will receive 6-inch trophies; 2nd place will receive a 4-inch trophy, and 3rd place will receive a 3-inch trophy.
- Pack first, second and third place winners will receive a 12-inch trophy. This is the only trophy that may be won in addition to a division trophy.

Special Categories

- In addition, there are ten special categories that will receive trophies based upon various criteria. Special categories will be judged by our objective parent volunteers and one trophy will be awarded per category. **HAVE YOUR SON THINK ABOUT THESE CATEGORIES AS HE BUILDS HIS CAR.**
- **NOTE!!!! All cars winning a first, second or third place award for a Den or the Pack are not eligible to win a second award for special categories.**

Categories include:

- | | |
|------------------------|--------------------------|
| • Most Original Design | • Most Patriotic |
| • Best Wedge Shape | • Best Vehicle Not A Car |
| • Most Creative | • Most Futuristic |
| • Sportiest Looking | • Strangest Shape |
| • Best Workmanship | • Funniest Looking Car |

Special Category Trophies

Special category trophies are, uh.... well..... let's just call them unique - no two are alike. And after all, since the cars are unique, shouldn't the trophies be unique? So, if your son sees another trophy he likes better, remind him all trophies are unique and his was specially selected for his award.

Attached are the Official New Horizons District Rules, information on lead poisoning, Schedule of Events, and the official numbers.

Make sure that your son's number is on his car!

CUB SCOUT PACK 680 PINEWOOD DERBY PRE-RACE CAR CLINIC

WHEN: Thursday, January 9th, 6:30 p.m.-8:30 p.m.

WHERE: Kister House

YES! On this evening, we will be conducting a pre-race car clinic. Ted Yahl will be conducting this car clinic for us. This would also be an opportunity to pick up some “tips” from the experts who have run their cars in previous years.

For more information, please contact Ted Yahl at 225-3559 or Dino Biondo at 225-3947.