

**Pack 142**  
**Goodland, Kansas**  
**Buffalo Bill District**  
**Coronado Council**



**RULES, REGULATIONS, PROCEDURES,  
AND MORE...**

**IF you have Fun and help others to have Fun, then we are all WINNERS!**

Questions concerning this document should be addressed to the Pinewood Derby Race Commissioner, please refer to Section 9 APPENDIX B: The Race Committee, Volunteers, & Officials for a list of the current officials

**Parent Participation and Safety**

Parents are encouraged to teach new skills and principles as the scouts build their cars. The Scout should do as much as he can by himself, try not to be too critical or expect perfection. Any technical assistance given by an adult should be fully explained to the Scout so that he may use the knowledge on future projects. Above all else, participating in the Pinewood Derby should be safe and fun. Power tools, sharp hand tools, paints, glues, and other potentially dangerous items must only be used under the careful and strict supervision of a knowledgeable adult. Under no circumstances must parents work on a Pinewood Derby racecar when the Scout is not present.

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## 1 Purpose

The purpose of this document is to make sure that the participants in the Pack's annual Pinewood Derby Event have as much fun as possible by understanding the rules and regulations of the event as well as learning a few tips along the way.

The Pack's Pinewood Derby Event is a parent/guardian and child event, and is recommended as such by the National Boy Scouts of America. The Pinewood Derby Committee **STRONGLY SUGGESTS** that each parent emphasize this idea with your son.

Two things the Pinewood Derby requires each participant to learn are

- 1) The craft skills necessary to build a car, and
- 2) The rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity.

This is called sportsmanship.

### Sportsmanship:

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules.

Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition.

You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.

Remember, the main "Purpose" of this event is to have FUN! If you have fun and help others to have fun, then we are all winners!

## 2 Scope

The scope of this document will be to cover the following major topics:

- General Rules and Regulation
- Cub Scout Race Car Design Regulations
- Racing Environment - Track specifications
- Race Day Information, Rules & Regulations
- Parents & Siblings Car Design Regulations and Racing
- Important Dates to Remember (To Be Completed)

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### 3 General Rules & Regulations

The following Rules and Regulations apply to all Race Events.

#### 3.1 Qualifications to Race

- 3.1.1 All registered Pack members Lion, Tiger, Wolf, Bear, and Webelos Scouts may design, build, and enter cars that are eligible to participate in the “Cub Scout Race” event.
- 3.1.2 Siblings, Parents or Guardians of Cub Scouts registered in the Pack may design, build, and enter cars that are eligible to participate in the “Siblings & Adult Race” event.

#### 3.2 Essential Materials

- 3.2.1 All cars entered shall be constructed from the “Official Pinewood Derby Car Kit”



- 3.2.2 Additional Kits may be purchased from the Cubmaster or a Den Leader by completing the form on <https://goodlandscouts.com>
  - 3.2.3 Kits may be purchased elsewhere if they are of the exact type manufactured by the BSA as specified above.
- #### 3.3 Competitor Categories
- 3.3.1 RANKS: Cub Scouts will first compete in heats with others in the same Cub Scout Rank.
  - 3.3.2 PACK: First, Second, and Third place winners in each RANK will move on to the Pack Grand Finals and will compete for the overall Pack positions of First, Second, and Third place.
- #### 3.4 Attendance
- 3.4.1 The Cub Scout MUST enter their own car. This means that the Cub Scout must be present at “Inspection and Registration” to enter their car into the competition.
- #### 3.5 New Work
- 3.5.1 Construction of ALL entries Must have begun AFTER last year’s Pack Pinewood Derby Races.
  - 3.5.2 The car must be newly constructed each year.
  - 3.5.3 Modifications to previous year cars shall not be accepted.
- #### 3.6 Registration and Inspection Date(s) and Time(s)
- 3.6.1 Each car must pass a technical inspection before it may compete.
  - 3.6.2 Technical inspection and registration of cars shall occur on the date(s) and time(s) set forth by the PWD committee and Pack leadership.
  - 3.6.3 The car drivers and their parents should be at the registration and inspection in case the car is too heavy and weight must be removed
  - 3.6.4 Single Entry Per Person – Only one car may be registered by any person in the Pinewood Derby
- #### 3.7 Late Registration and Inspection
- 3.7.1 If a Cub Scout fails to register their car by the close of registration, they may be unable to race due to the commencement of heat race calculations

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3.7.2 Cars MAY NOT be registered after the close of registration. NO exceptions.

### 3.8 Failure to Pass Inspection

3.8.1 The Inspection Committee shall disqualify cars which do not meet the rules as described herein.

3.8.2 If a car does not pass inspection, the owner will be informed of the reason for failure.

3.8.3 Cars which fail the initial inspection may be taken for modifications and brought back no later than the close of registration for final inspection and registration.

### 3.9 Impound

3.9.1 After a car passes inspection and has been registered, the car will be stored by the PWD Committee until Race Day.

3.9.2 No car may be altered in any way after it has been registered

### 3.10 Car Design Rules Interpretation

3.10.1 Interpretations of the rules described within this document are at the sole discretion of the Inspection Committee Judges present during the Registration and Inspection process.

### 3.11 Race Day Rules Interpretation

3.11.1 On Race Day, the Cub Scout must make all questions of rules interpretations and procedures to the Pinewood Derby Race Commissioner or Race Officials promptly.

3.11.2 Decisions of the Race Officials on questions of rule interpretations and procedures may be appealed to the Pinewood Derby Race Commissioner.

3.11.3 All decisions of the Pinewood Derby Race Commissioner are final

3.11.4 Decisions of Race Officials on questions of Fact (i.e. the result of a specific race) may not be appealed beyond the Track-master and/or Finish Line Judges.

3.11.5 Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.

## 4 Cub Scout Race Car Design Regulations

### 4.1 Overall Car Specifications

4.1.1 Maximum Overall Width (outside edge-to-edge of wheels): 3 inches

4.1.2 Minimum Width between wheels: 1-7/8 inches

4.1.3 Wheelbase – The distance between axels must NOT be changes. Only the original axle grooves may be used.

4.1.4 Maximum Length – 7 inches

4.1.5 Maximum Height – 4 inches

4.1.6 Minimum Track Clearance – 3/8 inch

4.1.7 Front of Car – No part of the car can extend beyond the starting post and the front of the car must be no higher than 1/2 inch where it contacts the starting post.

4.1.8 Maximum Weight – 5 ounces or 141.75 grams as weighed on the official race scale

### 4.2 Materials

4.2.1 Race cars shall be constructed for this event from the parts contained in the “Official Pinewood Derby Car Kit” as sold by the local Scout Shop.

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- 4.2.2 Molded metal bodies over wooden frames are beyond most parent/child team and are therefore not accepted.
- 4.2.3 Materials from the kit may be supplemented but not replaced.
- 4.2.4 ADD-ONS are not restricted as long as they meet with the rules and regulations as specified within this document.
- 4.2.5 Special paint, decals, decorations, etc. are allowed.

#### 4.3 Weight

Weight is considered to be any material on the car that is not provided in the kit.

- 4.3.1 Race cars may weigh no more than five (5.00) ounces or 141.75 grams total weight as determined by the official scales during the pre-race check-in.
- 4.3.2 Weight may be added to the car and will be considered part of the car for purposes of all measurements.
- 4.3.3 The car may be hollowed out and built up to the maximum weight by the addition of solid materials such as wood or metal provided it is securely attached or built into the body chassis.
- 4.3.4 The weight **MUST NOT** be taped on (i.e. masking tape, duct tape, scotch tape...) Heavy duty double back tape such as that used by the ones sold by the BSA – Stick on Weights (618807)
- 4.3.5 No liquid weights are permitted inside or attached to the outside of the car body.
- 4.3.6 No weights may be added after the registered and impounded for the Pack race.
- 4.3.7 All weight must be securely fastened to the car, e.g. by permanent glue, nails or screws, but not by “sticky substances” (i.e. tape or tack spray).
- 4.3.8 Weights shall be passive, i.e. non-movable, non-magnetic, non-electric, non-sticky, etc.

#### 4.4 Wheels and Axles

- 4.4.1 All cars must have 4 (four) wheels. The car shall roll on all four of the wheels from the official kit.
- 4.4.2 All four wheels **MUST** be in contact with a flat surface when the car is placed on it.
- 4.4.3 The wheels shall turn about the axle nails from the axle kit. It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used.
- 4.4.4 Only the official BSA wheels and axles may be used as replacements.
- 4.4.5 The wheel base (distance between the axles) must not be changed from the standard locations of the official car kit.
- 4.4.6 Hubcaps or wheel covers are not allowed.
- 4.4.7 The axle nails shall be firmly affixed to the wood of the car body, and **MUST** be placed in the original “axle grooves” in the supplied wooden block.
- 4.4.8 **THE SHAPE AND FORM OF THE WHEELS CANNOT BE MODIFIED OR RESHAPED**, however wheels may be sanded to remove molding burrs. Wheels may not be tapered or rounded. See FIGURE 3.
- 4.4.9 Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor reducing the wheel width from the original kit wheels.
- 4.4.10 Some of the original “tread marks” on the wheel face must remain intact, i.e. apparent to the inspector.

#### 4.5 Size

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- 4.5.1 Race cars may no longer than 7 inches, as determined by the official gauges during the registration and inspection.
- 4.5.2 Race cars may be no wider than 2-3/4 inches, as determined by the official gauges during the registration and inspection.
- 4.5.3 Underside clearance of at least 3/8 inches and inside wheel clearance of at least 1-3/4 inches is recommended, so that the car will run on the race track without hinderance.
- 4.5.4 Adequate clearance is the responsibility of the race car builder.

#### 4.6 Lubricants

- 4.6.1 The wheels and axles may be lubricated with only **White Teflon Lube or Dry Powdered Graphite**.
- 4.6.2 Lubricants may not foul the track.
- 4.6.3 There will be a lubrication table set up at the race.
- 4.6.4 In the interest of fairness, only one lubrication is allowed before the beginning of the first heat race and then once again before the beginning of the Grand Finals.
- 4.6.5 If wheel or axle repairs are necessary during the race, the replacement part may be re-lubricated under the supervision of a race official.

#### 4.7 Unacceptable Construction

- 4.7.1 The following may not be used in conjunction with the wheels or axles:

- *Hubcaps, Washers, Inserts, Sleeves, Bearings*

- 4.7.2 No loose material of any kind is permitted in or on the car.

#### 4.8 Gravity Powered

- 4.8.1 The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car.
- 4.8.2 Cars with sticky substances on the front of the car and protrusions which may catch on the starting pin shall be disqualified.
- 4.8.3 The car shall not run on any type of springs.
- 4.8.4 The car must be free-wheeling with no starting devices.

## 5 The Racing Environment

The Pack uses the commercially available track from "Piantedosi Oars"

Their website is located at <https://pinewoodderbytrack.com>

### 5.1 Track Length and Drop

The track shall have a racing surface (starting line to finish line distance) of approximately 48 feet with a drop of approximately 4 feet.

### 5.2 Track Curve

The track section is flexed, rather than pre-bent into shape. This means the tracks finds its own best curvature, and is not limited to the simple straight line and circular arc segments. The shape is acutally properly referred to as an 'easement' or 'spiral curve' and it is superior to the constant radius curve found on other tracks

### 5.3 Lanes

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- 5.3.1 The Packs Pinewood Derby Track has four (4) Lanes.
- 5.3.2 Each lane will consist of a straight, smooth strip approximately 1-1/2 (1.5) inches, but certainly less than 1-3/4 (1.75) inches wide and approximately 1/4 (0.25) inches, but certainly less than 3/8 (0.375) inches thick, centered on a smooth surface no less than 3-1/2 (3.5) inches wide. Each race car shall straddle such a strip during the race.
- 5.4 Starting Mechanism
  - 5.4.1 The cars start at rest against stainless steel pins protruding through slots in the track. These pins are affixed to a spring loaded aluminum hinge. Tripping a small catch quickly rotates the pins beneath the track and releases the cars.
- 5.5 Finish Line Sensor Location
  - 5.5.1 The track has electronics called “Finish Line Sensors” that shall be in alignment with the corresponding starting line pin and be approximately centered in its lane.
  - 5.5.2 The primary finish line sensors shall be connected to the computer system that will be managing the race. Placement and times shall be displayed by this system on a screen viewable to all participants.
  - 5.5.3 The Pack uses the “Fast Track Time Model K2” available from Microwizard.  
<http://www.microwizard.com>
- 5.6 Finish Line Judging
  - 5.6.1 Two impartial Finish Line Judges shall be at a station to observe each heat on each track.
  - 5.6.2 Heat finish judging is determined by the finish line sensor, but may be challenged by a rule of the Finish Line Judges.
  - 5.6.3 If the track’s electronic finish line sensors result is challenged by the Finish Line Judges, the race will be re-staged and re-run.
- 5.7 Finish Line Judge Backup
  - 5.7.1 Finish Line Judges will temporarily excuse themselves if they know that one of the contestants is a child or relative.
  - 5.7.2 Backup Finish Line Judges shall be available in case a judge needs to be excused for any reason.
- 5.8 Car Brakes
  - 5.8.1 The cars are prevented from running off the end of the track by means of a specially designed braking section. This unit is designed and race-proven to stop the cars while protecting them from damage. The cars slide up a raised rubber grid and are cushioned against a foam barrier.

## 6 RACE DAY RULES, REGULATIONS, AND INFORMATION

Competition will consist of heat races within each RANK, and a series of Grand Final heats at the PACK level. Track officials are responsible for the proper conduct of the races.

- 6.1 Inspection Gages
  - 6.1.1 The race-day “Pit Stop” area will have the official scale and length box.
  - 6.1.2 The check-in equipment used during Inspection and Registration of racers shall be the official equipment for the race.

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- 6.1.3 The same 5 ox Master Weight used for scale calibration in pre-race check-in will also be available on race day.
- 6.2 Race Day Lubrication
  - 6.2.1 The Track-master will lubricate cars on the day of the race. In the interest of fairness, only one lubrication is allowed before the beginning of the first heat race and then once again before the first race of the Grand Finals
- 6.3 Car Handling Responsibility
  - 6.3.1 After inspection, the Track-master shall be responsible to bring the cars to the “Pit Stop” are for lubrication and at the starting line for staging.
  - 6.3.2 Cars will be staged on the tracks by the “Starter Team”.
  - 6.3.3 If, in the opinion of the Track-master, a scout’s physical limitations prevent them from fully complying with this requirement, the scout may nominate an assistant of approximately the same age who serves subject to the approval of the track Race Commissioner. In any case, the scout shall participate up to their limitations.
- 6.4 Lane Assignment
  - 6.4.1 Lane assignments shall be determined by the racing software used to manage the race
- 6.5 Car Leaves Lane
  - 6.5.1 If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponents, then the race will be called normally
  - 6.5.2 If the car leaves its lane and interferes with another car, the racers impacted will be given 2 minutes to inspect and/or repair the car, re-qualify and the race will be re-staged and re-run.
  - 6.5.3 If the same car leaves its lane and interferes with another car a second time, that car will be judged to be in last place and the race will be re-staged and re-run without that car.
- 6.6 Car Leaves Track
  - 6.6.1 If, during a race heat, a car leaves the track without interfering with its opponents, the racer will be given 2 minutes to inspect and/or repair the car, re-qualify and the race will be re-staged and re-run.
  - 6.6.2 If the same car again leaves the track, that car will be judged to be last place and the race will be re-staged and re-run without that car.
- 6.7 Car Repair (Without Fault)
  - 6.7.1 If, during the race, a wheel falls off or the car otherwise becomes damages, then the Scout may, to the best of their ability perform repairs with the assistance of their adult partner or Pit Crew member.,
  - 6.7.2 The Racer and Pit Crew shall be allowed two (2) minutes to perform repairs and re-qualify for racing. This time may be extended upon the approval of the Track-master.
  - 6.7.3 The car shall be re-qualified for racing in accordance with the Rules above.
- 6.8 Car Repair (With Fault)
  - 6.8.1 If a car is damaged due to track fault, or damage caused by another car or person, then the Track-master, at their sole discretion, may allow additional repair assistance and time to the Cub Scout.
  - 6.8.2 The car shall be re-qualified for racing in accordance to the Rules above.
- 6.9 Call to Race

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- 6.9.1 Competitors will be called by their Car Number prior to each heat.
- 6.9.2 When their Car Number is called, each SCOUT will retrieve his car from “The Stage” and present themselves and their car to the Starting Team.
- 6.9.3 If the Scout, does not respond, his name will be called a second and third times.
- 6.9.4 If the Scout has not presented themselves in time for their heat, they will be judged as placing last for the race heat.
- 6.9.5 If no competitor is present, the Race Commissioner may, at their sole discretion, allow for a substitute scout of the same Rank to present the car for the race.

## 6.10 Track Champions

- 6.10.1 The top three finishers from each RANK will be awarded medals and the car impounded by the Track-master.
- 6.10.2 The car will be impounded until the start of the Grand Finals heats.
- 6.10.3 Inspection or repair can be performed solely by the Cub Scout will only be permitted prior to the start of the Grand Final heats.

## 6.11 Track Fault

- 6.11.1 If a car leaves its lane, at their sole discretion, the Track-master may inspect the track and, if a track fault is found which probably caused the initial violation, the Track-master may order the race heat to be rerun after the track is repaired.

## 6.12 The Race Area

- 6.12.1 Only Race Officials and “Current Heat Racers” may enter the track area. This rule will be strictly enforced.

## 6.13 Rewards and Recognition

The most important values in Pinewood Derby competition are parent/child participation, good sportsmanship, and learning how to follow rules.

The Awards Committee is responsible for recognizing and encouraging these qualities in addition to the traditional racing awards

- 6.13.1 Every participant will receive a Pinewood Derby patch and Sportsmanship Award.
- 6.13.2 Every car will be awarded a certificate for winning its own unique appearance category
  - *Most Creative (Lion, Tiger, Wolf, Bear, Webelos), Most Humorous, Most Colorful, Best Paint Job, Etc.*
- 6.13.3 Awards will be given to First, Second, and Third Place finishers in each Den
- 6.13.4 Awards will be given to First, Second, and Third Place finishers in the Pack.

# 7 PARENTS & SIBLINGS CAR DESIGN RULES AND REGULATIONS

“Why should the kids have ALL the fun?”

The purpose of the Parents & Siblings Race event is to have a little fun and to test our track before the finals. It will also help us to “bleed off” some of our nervous competitive anxiety..

All adults and siblings are encouraged to build their own cars. The adult’s race will be held after the RANK races but before the finals. Any sibling, parent, or guardian of a Cub Scout who is registered in the pack may enter this race.

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## 7.1 Technical Standards

7.1.1 The Technical Standards for the Cub Scout race will be used in the Parents Race.

7.1.2 Other than this, your car must meet regulation Height, Width, and Length or it may not fit on the track!

## 7.2 The Car

7.2.1 You may NOT use your child's current car for this race

## 7.3 Weigh-in / Race Registration

7.3.1 Same Date and Time as Cub Scouts

## 7.4 What do the Winners Get?

7.4.1 The Winner will be recognized with a Traveling Trophy.

7.4.2 Siblings and Parents shall race together

7.4.3 All Siblings will receive a participation trophy.

## 7.5 Who's a Winner

7.5.1 Everybody who has fun racing and help others to have fun is a WINNER!!

# 8 APPENDIX A: IMPORTANT DATES TO REMEMBER

8.1 Sign Up for Kits (Available as web form on [goodlandscouts.com](http://goodlandscouts.com))

8.2 Distribution of Kits and Rules

8.3 Pack Derby Clinic #1

8.4 Pack Derby Clinic #2

8.5 Pre-Race Inspection and Initial Registration

8.6 Race Day

8.6.1 Heat Races

8.6.1.1 *Lions*

8.6.1.2 *Tigers*

8.6.1.3 *Wolves*

8.6.1.4 *Bears*

8.6.1.5 *Webelos*

8.6.2 Lunch and Crowd Favorite Voting

8.6.3 Parent & Sibling Races

8.6.4 Grand Finals

8.6.5 Awards.

# 9 APPENDIX B: THE RACE COMMITTEE, VOLUNTEERS, & OFFICIALS

9.1 Committee Roles & Responsibilities

9.1.1 Race Commissioner

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This individual is responsible for all coordination activities and the Race Committee. Strong organizational, motivational, and leadership skills are required here. The Race Commissioner will typically host a number of meetings in the months prior to the Derby to collect and coordinate the status of all of the other Committee members, and to assign/coordinate additional tasks. During the races, the Race Commissioner will also act as the behind the scenes coordinator of the event, coordinating solutions to all unforeseen 'emergencies' should (when) they arise.

#### 9.1.2 Master of Ceremonies

The MC is the Committee 'mouth' during the Derby. They announce all races and racers, all results, and all other general communications during the event. The MC also presents all trophies, certificates, and medals to event winners during and after the Derby. Your Cubmaster is a good bet for the Master of Ceremonies..

#### 9.1.3 Rules Committee

The Rules Committee is responsible for the creation, approval, and distribution of the "Rules, Regulations, and Procedures". The Rules Committee can consist of all interested Pinewood Derby Committee members. Key players in the process are the Race Commissioner, Registration Team, and the Track-master Team, even though all committee members can participate..

#### 9.1.4 Sponsors Team

The Sponsors Team is responsible to locate local businesses and organizations that will contribute decoration items and Trophies. If we plan to make a profit from the race, a Unit Money-earning application form (BSA A-136) must be filled out by the Unit and approved by the Council prior to accepting donations of 'goods' from local businesses.

#### 9.1.5 Construction Clinic Team

A team of individuals that understands woodworking, tool safety, and Derby car construction techniques. This team will be responsible for the planning and running of the Pack Derby Construction Clinics. Someone on this team should have the ability to communicate in front of the pack and review the Rules and Regulations as well as Constructions Tips and Tricks. The team should be ready to answer a lot of questions and offer one-on-one assistance to first time builders.

#### 9.1.6 Pit Crew Team

A team of individuals that comes together during the race to assist with wheel / axle lubrication and any car repairs that might be necessary should cars 'fly' off of the track, or get dropped, etc. Construction Clinic Team members may participate here as well.

#### 9.1.7 Track-master Team

This team is responsible for the Track Setup and Repair. This team assembles the track and timers in the weeks before the race, and effects any repairs that might be necessary. During the races the Trackmasters are also responsible for keeping the tracks fast-and-smooth.

#### 9.1.8 Registration Team

We typically require that cars be turned in for impound before our Derbies. This occurs one day prior to the event. There will be a number of individuals responsible for check-in, weighing, and conformance to our rules on duty during this period. These individuals MUST be very familiar with the car construction rules. This can be a 'tough' job!

#### 9.1.9 Starting Team

Two to three individuals that are responsible for staging and starting cars. These individuals shall assist the Trackmaster in the placement of the cars on the track. They shall make sure that the cars are in their proper lanes for the races and also properly placed over the guide rails.

#### 9.1.10 Decorations Team

These individuals are responsible for all Derby decorations during the Registration and Race. This involves decoration acquisition from purchased sources, and locating businesses that are willing to donate decorations.

#### 9.1.11 Finishing Team

Two to three persons per track are responsible for working the finish-line during the races. This job involves judging car finish order (as a backup for the electronic timers) and handing the cars back to the Trackmaster upon completion of the race.

#### 9.1.12 Refreshments Team

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This team individuals are responsible for the set-up and disbursement of snacks during the event. If you are not charging for food or refreshments, then this team assists in the coordination and distribution of foods and snacks for the even.

#### 9.1.13 Crowd Control/Cub Escorts

9.1.13.1 Our Den Leaders are each responsible for helping their Cubs with race day logistics (and behavior.) They also help with some of the more difficult lessons that Cubs learn about 'sportsmanship' during the races!.

#### 9.1.14 Race Management Team

9.1.14.1 The Race management Team is responsible for the planning and management of the race. This includes the planning of the various racing heats, the collecting of race outcomes, and the calculation of the race winners and Grand Final Race participants. This is typically accomplished using a Race Management Software..

#### 9.1.15 Awards Team

9.1.15.1 The awards team is responsible for developing an award program for the races, and moving it through an approval process by the Cubmaster and Committee Chair. The awards person then purchases trophies and medals, and coordinates the making of certificates. We award trophies for the three fastest cars, medals for first thru third place in each Den, and really nice participation trophies, and patches for all participants..

#### 9.1.16 Cleanup Team

9.1.16.1 All of our Committee members (and maybe some volunteer parents) help with post-event cleanup..

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