

2010 Pack 29 Pinewood Derby

Saturday, February 27 – AUMC Annex, Social Hall

The Pinewood Derby is an excellent time to show good sportsmanship and showcase what the scout and family was able to build together!

You don't need to arrive until it is time to register for your race.
You can register your car early, or you can have someone else register it for you.

Schedule

8:00 – 8:45 Weigh-in, final practice runs, and registration

8:45 - 9:00 WEBELOS II registration

9:00 WEBELOS II races

9:15 -9:30 WEBELOS I registration

9:30 WEBELOS I races

9:45 -10:00 BEAR registration

10:00 BEAR races

10:15 – 10:30 WOLF registration

10:30 WOLF races

10:45 -11:00 TIGER registration

11:00 TIGER races*

12:00 OUTLAW race

For siblings, family members, and leaders.
Trophies are not awarded in this category.

12:15 Pack Championship Race

12:45 – Awards

1:00 – Clean-Up

* This year we have three Tiger dens in our pack, so we have some special race day procedures & races for our Tigers. Each Tiger Den will race individually for 1st, 2nd and 3rd place trophies within each den. A Tiger championship race will follow the three Tiger Den races to determine the 1st, 2nd and 3rd place Tigers who will go on to compete in the Pack Championship. There will be no trophies or awards for the Tiger Championship event. This is just to determine the fastest three Tiger cars who will participate in the Championship Race.

Race Car Rules

The Pack 29 race will principally use the rules and specifications found in your official kit. Although we encourage innovation, there are some basic limitations: All car bodies (wood), wheels and axles shall be from the kit provided by the pack. The Pinewood Derby is an opportunity for parents, scouts and families to interact and learn about tools and physics. Pack 29 encourages families and scouts to modify any and all items in the kit to achieve the fastest cars possible but store-bought bodies, wheels or axles will cause the car to be disqualified. Some store-bought items are not easily duplicated at home so race officials may request a demonstration of how a modification was accomplished. We want all scouts to race his car with his den so please don't add items that aren't allowed. Consider pre-approving questionable ideas with race officials before building the car.

What CAN be added that did not come in the kit?

Weights! The kit doesn't supply weight and the car will need to be as close to 50z as possible. Decorations, driver, fenders, steering wheel and on and on and on. Add anything to make the car your own unique design. Make sure anything you add is securely affixed to the car. Your car can be penalized if items are falling off interfering with other cars during the race.

Car Specifications:

1. The car must have been made during the current Scout Year and be made from the Kit provided by Pack 29. Previously raced cars may not be used.
2. The width of the car shall not exceed 2 3/4 inches (the width of the block of wood with wheels and axles attached).
3. The length of the car shall not exceed 7 inches (the length of the block of wood).
4. The weight of the car shall not exceed 5 ounces (142 g) as measured by the official scale provided at the race.
5. The car must have 3/8 inch of ground clearance (slight deviations from this will not be penalized, but as a general guide, this height is necessary for the car to work well on the track).
6. Axles, wheels, and body wood shall be from the kit provided by Pack 29.
7. Only dry powdered graphite or silicone may be used on the axles. NO OIL lubricant may be used.
8. Wheel bearings, washers, and bushings are prohibited.
9. The car shall not ride on any type of springs.
10. Any detailing added to the car must be within the size and weight requirements.
11. The car must be freewheeling, with no starting devices.
12. No loose materials of any kind are allowed in the car. All parts must be securely affixed to the car.

Some Clarifications:

- The width of the car at the wheels is required for the car to roll on the track.
- Cars must be able to roll on the track rails. Tire and car modifications which prevent this won't be able to race at all.
- The length of the car can be reduced but not extended. Wheels that extend beyond the 7 inch limit will cause the car to be disqualified.
- The front of the car must be able to rest upon the starting pin. Please consider this when shaping the front of the car. Pointed cars or cars with highly tapered front ends may have to race backwards.
- Front end shapes may effect the finish line results also.
- Every attempt will be made to have the official Pack scale available at Pack meetings. The scale will be made available upon request for Den meetings and individuals needing to check their cars.
- Consider clearing more advanced modifications with race officials before building the car.

Race Day Procedure

1. Drivers must check their cars in at least 15 minutes before their posted race times to be inspected. Upon passing inspection, cars are impounded and are restricted from any further modification. If, at registration, a car does not pass inspection, the owner will be informed of the reason for failure, and will be given time within the official weigh-in time period to make the adjustment. An "outlaw" race is provided for owners who do not wish to be eligible for the rank level races. Adults and other non-scouts may compete in the outlaw race as well. A car may be registered by another scout or adult if the owner is unable to attend the race. The owner need not be present to win.
2. No drivers or cars may be added once the heats have begun. Be on time (or early!).
3. No cars will be returned/released before the end of the race.
4. The Starter will make sure the cars are on the track properly and then will start the run.
5. Pack 29 uses a race protocol in which cars race 4 times (each in a different lane). An attempt is made to have all cars race each other car at least once (this isn't always possible).
6. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., that heat will be rerun. Every reasonable effort will be made in order to record a fair time for each competitor. Race officials will have the final decision if a competitor cannot finish a heat, or causes interference to other cars.
7. The results of the electronic finish line are final. In the event of a tie, a technical or mechanical mishap, or 'too close to call' finish, a run-off will be provided to determine the winner.
8. The cars with the three highest point totals in each rank category are awarded 1st, 2nd and 3rd place awards, respectively. Should there be a tie, a run-off will be raced amongst the tied cars.
9. The three fastest cars within each rank will compete in the Pack Championship Race. Trophies are awarded for 1st, 2nd and 3rd place cars.

Additional Awards:

- All participants will receive a Pinewood Derby patch at the completion of their race.
- Pack 29 also awards one design award for each rank level. The design award is open to cars that have not earned a place award. This award is presented to the owner of the car (within each rank) with the best overall achievement in creativity, uniqueness, and/or youth workmanship as determined by the Race Officials.
- The boys of Pack 29 vote for the Funniest Car, Coolest Car, Most Realistic Car, Best Use of Imagination, Most Unique Car and Best Paint Job. These awards are presented at the end of the Championship Race.

Additional Guidelines:

- Unsportsmanlike conduct can result in a car being disqualified. High levels of disappointment and even tears have been witnessed on race day. This is understandable and sometimes expected. However back-talking race officials isn't and can result in a car being disqualified.
- Race day is not a drop-off event. All children must be accompanied by an adult. Additionally the church's Race Arena is provided for our use, but the rest of the church is not. Exploring throughout the halls and other rooms is not allowed.
- You do not have to arrive until your check-in time but feel free to come earlier to watch the other races. Cars can be checked in anytime from 8am until your race begins.
- Only Race Officials are permitted in the race area. Only Race Officials can handle cars and only Race Officials can launch cars. No one else can cross the ropes and enter the race track area, and no one else can handle the race track.