



Pinewood Derby Mania!

A CUB SCOUT PHENOMENON



Pack 376 2016 Pine Wood Derby



Derby Car Kit Distribution: December Christmas Party 12-5-2015

Pre-Registration Weight & Measures: The Official Scale & Scaling Box will be located at LOWES in Liberty on a table/counter at the front near the paint department from January 4, 2016 until January 21, 2016 at 8:00pm. Bring your car in for pre-measurements and weight check prior to Registration

Technical Inspection & Registration:

When: Friday January 22nd from 7:00 PM until 8:30 PM

Where: Liberty United Methodist Church Gym

- After registration the Registered Car will be Impounded until race day

Late Registration:

When: Saturday January 23rd from 6:45 AM until 7:30 AM

Where: Liberty United Methodist Church

NOTE: If at all possible please bring your cars to the registration on Friday the 22nd.

RACE DAY:

When: **Saturday January 23, 2016**

Where: Liberty United Methodist Church

RACE TIMES

8:00 AM - 8:50 AM	Den 8 & Den 9	Webelos II (Possible 20)
9:00 AM - 9:50 AM	Den 3, Den 5 & Den 15	Webelos I (Possible 23)
10:00 AM - 10:45 AM	Den 7 & Den 10	Bears (Possible 19)
10:45 AM - 11:45 AM	Den 2 & Den 4	Wolves (Possible 14)
11:45 AM - 12:30 PM	Den 1, Den 6 & Den 11	Tigers (Possible 18)
12:30 PM - 1:00 PM	OPEN RACE	Siblings of Cub Scouts
1:00 PM- 1:30 PM	ADULT RACE	Parents, Grandparents, Guardians Etc. of Scouts)
1:30 PM - 2:00 PM	CHAMPIONSHIP RACE	TOP 5 Finishers in each rank

****All Cub Scouts should arrive 15 minutes prior to race time. We have a very tight schedule so please be on time for each race.**



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Pack 376

2016 Pine Wood Derby

General Rules:

G-1. Qualifications: All registered Pack 376 Tiger, Cub, and Webelos Scouts may design, build and enter cars that are eligible to participate in the "Cub Scout Race" event. Siblings of Cub Scouts registered in Pack 376 may design, build and enter cars that are eligible to participate in the "Open Race" event and Parents/Guardians/Grandparents may build cars to race in the adult race.

G-2. Essential Materials: All cars entered shall be constructed from Official Grand Prix Pinewood Derby Kit parts as distributed at the December Pack meeting. Additional kits may be purchased from Brandts on the Liberty Square or at the Scout Service Center, Kansas City, MO. (Kits may be purchased elsewhere if they are the exact type manufactured by the BSA as specified above.)

G-3. Competitor Categories: All Tiger Cubs, Cub Scouts, and Webelos Scouts **that are registered within Pack 376** may race in the individual rank races and if finish in the top 5 will participate in the Championship race. Siblings of registered Scouts may participate in the open race and Parents or guardians of registered scouts may participate in the Adult Race. Cub Scouts will compete with others in the same Cub Scout Rank. The top finishers from each rank will move on to the Pack race.

******District Qualifiers.** The Cars selected to move onto the district race will be determined by the official District rules. At a minimum the top finisher from each Scout Rank will be allowed to race in the District Race.

G-4. Attendance: The Cub Scout **MUST** enter his own car. This means that the Cub Scout must be present at "Inspection and Registration" to enter his car into competition.

G-5. "New Work": Construction of All entries **MUST have begun AFTER last year's (2015)** Pack 376 Pinewood Derby Races.

G-6. Single Entry per Person: Only one car may be registered by any person in the Pinewood Derby.

G-7. Inspection and Registration: Each car must pass a technical inspection before it may compete. Technical inspection and registration of cars occurs on the Friday January 22nd before race day from 7:00PM until 8:30PM at LUMC

G-8. Late Registration and Inspection: If a Cub Scout fails to register his car by the deadline, he may submit his car on the morning of January 31st between 6:45 AM and 7:30 AM. We would prefer that all Scouts come to the registration the day before the race if at all possible.

G-9. Failure to Pass Inspection: The Inspection Committee shall disqualify cars which do not meet the rules as described herein. If a car does not pass inspection, the owner will be informed of the reason his car did not pass. Cars which fail the initial inspection may be modified and brought back no later than the close of registration for final inspection and registration.

G-10. Impound: No car may be altered in any way after it has been registered. After a car passes registration, it will be stored by the Pinewood Derby Race Committee until race day and time.

G-11. Car Design Rules Interpretation: Interpretation of the rules described in G1 through G-12, and T-1 thru T-9 are the sole discretion of the Inspection Committee Judges present during the Registration and Inspection process.

G-12. Race-Day Rules Interpretation: On Race-Day, the Cub Scout must make all questions of rules interpretations and procedures to the Pinewood Derby Chairman or Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the Pinewood Derby Chairman. All decisions of the Pinewood Derby Chairman are final. 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. Note: Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.

CUB SCOUT RACE DESIGN STANDARDS

T-1. Material: Race cars shall be constructed for this event from the parts contained in the Official Grand Prix Pinewood Derby Kit as sold by the Scout Office, Kansas City, MO. Materials from the kit may be supplemented but not replaced.

T-2. Weight: Race cars may weigh no more than five (5) ounces (total weight) as determined on the official scales during the pre-race check-in. Note: **The official scale and measurement box will be available at LOWES of Liberty from January 6th thru January 24th at 3:30pm**

T-3. Wheels and Axles: The car shall roll on Official BSA wheels. The wheels shall turn about on the Official BSA axial nails. The axial nails shall be firmly affixed to the wood of the car body. **NO OTHER WHEELS ARE ALLOWED!!**

T-4. Size: Race cars may be no longer than 7 inches, nor wider than 2-3/4 (2.75) inches, as determined by the official gage box during the Registration and Inspection. Underside clearance of at least 3/8 (0.375) inches and inside wheel to wheel clearance of at least 1-3/4 (1.75) inches is recommended, so that the car will run on the race track. Adequate clearance is the responsibility of the race car builder. **The distance between front & rear axial must be the same as pre-cut axial grooves in standard BSA car kit. You cannot change the length of the wheel base.**

T-5. Weights and Attachment: Weight may be added to the car and will be considered part of the car for purposes of all measurements. "Weight" is considered to be any material on the car that is not provided in the kit. All weight must be securely fastened to the car, e.g. by permanent glue, nails, or screws, but not by "sticky substances", e.g. tape, or tack spray. Weights shall be passive, i.e. non-moveable, non-magnetic, non-electric, non-sticky, etc.

T-6. Wheel Treatment: Wheel treatment (hub and tread smoothing and polishing) may not result in substantial removal of mass nor in reducing the wheel width from the original kit wheels. Wheels may not be machined to a beveled condition and the portion of the wheel surface that contracts the track must remain parallel to the axial.

T-7. Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axial, **hub caps, washers, inserts, sleeves and bearings.**

T-8. Gravity Powered: The race car may not be constructed or treated in such a way that the track's starting mechanism imparts momentum to the car. (For instance, this provision disqualifies cars with sticky substances on the front of the car and protrusions which may catch on the starting pin.)

T-9. Lubricants: Only dry lubricants such as graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. Lubricants may not foul the track. There will be a lubrication table set up at the race. In the interest of fairness, no additional lubricants may be applied after the cars have been impounded.

T-10 ADULT RACE RULES: Adults will follow the same rules as imposed on the Cub Scout Racers.

T-11 OPEN RACE RULES: Siblings will follow the same rules as imposed on the Cub Scout Racers.

CONDUCT OF THE RACES

Competition will consist of heat races within each Rank structure with a final heat race at the Pack level. Track officials are responsible for the proper conduct of the races.

C-1. Inspection Gages: The check-in equipment will be the official equipment for the race. Please stress this fact to all Cub Scouts. They should be prepared to make adjustments to their cars if necessary.)

C-2. Car Handling Responsibility: Scouts shall be responsible to present their own cars at the starting line for staging. Cars will be staged on the tracks by the "Starter Team" If, in the opinion of the Track master, a scout's physical limitations prevent him from fully complying with this requirement, the scout may nominate an assistant of approximately the same age who serves subject to approval of the track chairman. In any case, the scout shall participate up to his limitations.

C-3. Lane Assignments: To equalize differences among track lanes, each heat will consist of (4) races for each Car equal to the number of lanes being utilized.

a.) In each heat, each car will race in each track lane. Each car will rotate through each lane. The heat for rank with more than (4) boys will rotate through each lane in turn.

b. From each heat the best times will advance to race at the pack race. The overall winners from each heat will be determined by the cumulative time of the (4) races. A total of approximately (20) cars will advance to the Pack race. The number of cars that will advance to the Pack race from each heat will be determined by the total number of race entries per rank structure.

C-4. Car Leaves Lane: If, during a race heat, a car leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If the car leaves its lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves its lane and interferes with another car, that car will be judged last place and the race will be re-staged and re-run without that car.

C-5. Car Leaves Track: If, during a race heat, a car leaves the track without interfering with its opponent, it shall be considered to have ended its heat at that point.

C-6. Car Repair (Without Fault): If, during the race, a wheel falls off or the car becomes otherwise damaged, to the point the car can no longer run, then the SCOUT may, to the best of his ability perform repairs with the assistance of his adult partner. If a weight or other object falls off during the race this does not constitute damage to the car.

C-7. Car Repair (With Fault): If a car is damaged due to track fault, or damage caused by another car or person, then the Track master, at his sole discretion, may allow additional repair assistance to the Cub.

C-8. No Finishers: If, during a race heat, no car reaches the finish line on the track, the car which went the farthest in its lane shall be declared as the heat winner.

C-9. Call to Race: Competitors will be called by Den number prior to each heat. When his Den number is called, each SCOUT will retrieve his car from "the race committee" and present himself, with his car, to the Starting Line. If the Cub does not respond, his name will be called a second and third time. If the Cub has not presented himself in time for his heat, he will be judged as placing last for that race heat. If no competitor is present, the track chairman may, at his sole discretion, defer the race heat in a manner that does not interfere with progress of the racing.

C-10. The Race Area: Only race officials may enter the track area. This rule will be strictly enforced.

C-11. Rewards and Recognition: The most important values in Pinewood Derby competition are parent/son participation, good sportsmanship and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards. Racers will be recognized as follows:

- a.) Every participating Scout will receive a Pinewood Derby Participation Award and certificate.
- b.) Each rank level will be judged and awarded a certificate and/or a ribbon for winning its own unique appearance category (Most Creative, Most Humorous, Most Colorful, Best Paint Job, and so on).
- c.) Trophies will be awarded to the first, second and third-place finishers in each Rank.
- d.) One Trophy will be awarded to the Best of Show for each Rank.
- e.) Trophies will be awarded for the first, second, & third place finishers overall in Pack 376
- g.) Trophies will be awarded for the first, second, & third place finishers for the open race
- h.) One Trophy will be awarded for The Best of Show for the open race

SPECIAL NOTES TO ALL CONCERNED

This project is a parent and son 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. In all of the events, we require that the cars be built this year. Do not modify past race cars or older brother's race cars etc.

Sportsmanship:

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.

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, 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 or integrity.

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 appreciate and feel happy for someone else when they run a good race or build a neat



Pinewood Derby “Cut Day”

Need help cutting out your pinewood derby racer? Attend the Pack 376 “cut day”!
Basic body cut out will be performed by a parent or Pack volunteer!
Each scout is responsible for design, sanding, assembly, and painting!
Additional scroll saws and volunteer cutters are wanted!

When: January 2, 2016 10:00 am

All Tigers	10:00 – 11:00
All Wolves	11:00 – 12:00
All Bears	12:00 - 1:30
All 1 st Yr Webelos	1:30 – 2:30
All 2 nd Yr Webelos	2:30 – 3:15

Where: Brandon Pence Residence
17021 NE 84th Street
Liberty MO, 64068

What do I need to bring: Your car kit and a design
Templates can be found here:
<http://www.pinewoodderby.org/>

RSVP: Email cubmaster@pack376.com by
12/22/15 if you plan to attend OR if you
can volunteer.

