



OFFICIAL MAKETEWA DISTRICT PINEWOOD DERBY EVENT RULES AND PROCEDURES

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Maketewa District Official Pinewood Derby Event Rules & Procedures

Document Revision History

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I. GENERAL DERBY INFORMATION: (Applies to all Competition)

The annual Cub Scout Pinewood Derby is one of the most anticipated and recognized events for cub scouts throughout the nation. The Maketewa District acknowledges that many scouts devote several hours building their derby cars to compete in their Packs pinewood derby event. To further honor the accomplishments of these cub scouts, the Maketewa District conducts an annual district wide Pinewood Derby Championship, at the completion of the Pack competition in the district.

The mission of the District Championship is 1) Recognize the scouts for their accomplishment during their pack competition. 2) Provide a district wide activity for boys within the district to participate in together. 3) Provide an opportunity for scouts to compete against other scouts throughout the Maketewa District. 4) Provide another opportunity for scouts to have fun and display that Cub Scout Spirit!

Remember that the Pinewood Derby is a participation event for kids, with help from an adult. It is not intended to be a showcase for an adult's car building expertise, while the Cub Scout is left on the outside wondering if he will ever get a chance to play with the car. The pinewood derby event is for the kids.

Purpose of Document: This document provides the official Pinewood Derby Rules for the Maketewa District. Each pack is encouraged to follow these rules during their individual pack competition. By following these rules now, each pack helps to insure uniformity and fairness across the district. Also by following these rules, the cars in your pack will more likely pass the District Derby Day car inspection and therefore enable them to participate in the District Championship event. Each Pack is strongly encouraged to inform each Cub Scout and parent of the rules within this document.

Qualification: All Cub Scouts in Packs in the Maketewa district are eligible to participate in District Pinewood Derby Championships. The Cub Scout should have participated in its own pack competition to become eligible to compete in the District Championship. Cub Scouts must be selected by their Pack to participate. Pack Registration and registration fees are the Packs responsibility, not individual scouts.

Scouts will compete against other scouts in the same age/grade group during the racing competition. Although some packs will graduate all scouts during the Blue & Gold banquet. The rank a scout was in at the start of the scout year will be the default rank during the competition.

Timing: All Packs in the Maketewa district are strongly encouraged to conduct their own Pinewood Derby prior to the weekend of the District Championship. This will enable all scouts in the Maketewa district to participate together in the District Championship. The district derby championship will normally be held each year during early March or April, based on mall availability.

Pack Representation: Each Pack may send a maximum of five scouts for the "Racing" competition and a maximum of two scouts for the "Creativity" competition. Therefore, a total of seven scouts may represent each pack during the district championships. It is the responsibility of each pack in the Maketewa district to select the seven scouts that will represent their pack in the district championships.

Packs are encouraged to send one representative scout, from each Cub Scout rank (i.e. Tiger, Wolf, Bear, Webelo I, Webelo II) to participate in the "Racing" competition. However, if a pack chooses to send more than one Cub Scout from the same rank, the total of 5 Racing scouts must still be adhered to per pack.

Each Pack may send a maximum of two scouts for the Creativity competition. Therefore, one cub scout (independent of rank) shall be entered for each of the two Creativity categories.

Attendance: The Cub Scout MUST enter his own car on race day. This means that the Cub Scout must be present during "Car Inspection and Registration" to enter his car into the competition. Participating scouts and leaders are asked to be in uniform during the event.

Webelo II Scouts Exemption: Scouts who started the scouting year at a rank of Webelos II and participated in their Pack competition, shall remain eligible to compete in the district championships. Therefore, Webelo II scouts which cross over into Boys Scouts after January 1st shall not lose their eligibility to participate in the District Championships that scouting year.

Pack Registration & Registration Fee: All packs in the District are asked to pre-register their pack by the "Pack Registration Deadline" date. Each Pack is asked to complete the official Maketewa District Pinewood Derby "Pack Registration Form" and return the completed form to the Dan Beard Council along with the pack registration fee. A copy of the Pack Registration form will be distributed each year to all Cub Packs within the Maketewa district. It will also be available at district roundtable meetings. Note: The registration fee supports the cost of conducting the district derby.

When registering your pack, a derby contact person for your pack must be identified on the registration form. This person will be the point of contact for correspondence between the district derby committee and your pack.

Note: Pre-registering your pack is very important for planning and ordering the proper amount of awards for the total number of participating scouts. Please register your pack as soon as possible to assist the derby committee. (Please use the official Maketewa district registration form when registering).

Final Registration (Scout Name submittal): The name and grade rank of each Cub Scout selected to represent their pack, must be submitted to the district registrar by the Final Registration deadline. Having the actual name and rank of the participating scouts, prior to the derby, is very important for derby preparation. Please identify if the scout will be competing in the "Racing" competition or the "Creativity" competition.

If a scout has been selected to participate in the district championship derby, but is unable to attend, a pack may substitute another scout to represent their pack.

Racing Competition Participants: Each Pack may enter scouts in the "Racing" Competition that represent the following ranks: Tiger, Wolf, Bear, Webelo I and Webelo II (5 Scouts Total). Cub Scouts will compete with others in the same Rank to determine the district winners for that rank. During the Grand Championship races, the winners of each rank will compete against each other to determine the District Grand Champion.

Creativity Competition Participants: Each Pack may enter one scout (independent of rank) to each of the following "Creativity" Competition categories: "*Most Creative*" and "*Most Unusual*". Each scout that competes in a particular category will compete only against cars in that same category. The scout must declare prior to the competition, which creativity category it will compete in. (2 Scouts Total)

New Cars Only: Construction of ALL entries MUST have begun AFTER last year's District Pinewood Derby Races. Cars built in Previous years are not eligible for this year's competition.

Single Entry per Person: Only one car may be registered per person in the District Pinewood Derby. During the district, a scout can participate in the race competition or the Creativity competition, but not both. Those scouts who participate in the Creativity competition must declare at the time of registration check-in, which category they will compete in (i.e. Most Creative or Most Unusual).

Car Inspection and Registration: A car number will be assigned to each car in the race. Each participant must pass a technical inspection before it may compete. Final registration and inspection will be held on District Derby Day, from 10:00am – 11:15am.

Failure to Pass Inspection: The Inspection Committee shall disqualify cars that 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 that fail the initial inspection may be modified and brought back for re-inspection before the end of registration.

Impound: No car may be altered in any way after it has passed through final registration. After a car passes registration, the Pinewood Derby Race Committee will store it until the races are completed.

Car Design Rules Interpretation: Interpretation of the rules described within this document is at the discretion of the District Derby Master and assistant District Derby Master.

Race-Day Rules Interpretation: On Race-Day, the cub scout must make all questions of rules interpretations and procedures to the Pinewood Derby Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the District Derby Master. All decisions of the Pinewood Derby Master are final. Decisions of Race Officials on questions of fact (i.e. the result of a specific race) may not be appealed beyond the Derby Master and/or Finish Line Judges. Note: Unsportsman like conduct by any participant or spectator will be grounds for dismissal from the competition and/or the race area.

II. RACE CAR DESIGN STANDARDS

Essential Materials: All cars entered shall be constructed from the "Official Grand Prix Pinewood Derby Kit" (referred to below as the kit) as made available at the local Scout Shops. During car inspection, the Derby committee judges will look for evidence that Official Grand Prix kit materials (especially wheels and axles) have been used.

Weight: The total weight of the race cars may weigh no more than 5 ounces or 141.75 grams, as determined by the official scale during final registration and check in.

Wheels and Axles: The car shall roll on the wheels from the official kit only. The wheels shall turn about the axle nails from the kit. 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. It must be obvious to the judges that the grooves, wheels, and the nails from the kit are being used. Replacement wheels and axles are available as a kit at the local Scout shops.

Size: Race cars may be no longer than 7 inches, nor wider than 2-3/4 (2.75) inches, as determined by the official gages 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.

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-sticky, etc.

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.

Unacceptable Construction: The following may NOT be used in conjunction with the wheels or axles: hubcaps, washers, inserts, sleeves, bearings.

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 that may catch on the starting pin.)

Lubricants: Only dry lubricants such as graphite will be allowed for lubricating the wheels. *Lubricants may not foul the track.* Graphite may not be added after the registrars have received car.

III. CONDUCTING THE RACING COMPETITION

The Racing Competition will consist of heat races within each Rank to determine 1st, 2nd and 3rd place District Champions for that Rank (Tiger, Wolf, Bear, Webelo I and Webelo II). Also, a series of final heats will be run to determine the District Grand Champion. 1st, 2nd and 3rd place will be determined for the District Grand championship. Track officials are responsible for properly conducting the races.

Final Inspection: The race-day registration area will have the official scale. This scale will provide the official weight measurement for the race. The total weight of the race cars may weigh no more than 5.0 ounces or 141.75 grams, as determined by the official scale during final registration and check in. Please stress this fact to all Cub Scouts. They should be prepared to make adjustments to their cars if necessary.

District Race Track and Derby Equipment: A four-lane track is used to conduct the district races. In addition to the track, a four-lane "*Fast Track*" electronics timer with laser starting gate manufactured by Micro Wizard will be used to time the races. The timer has the ability to display the actual times of each race. It also blinks to display the winner of each race.

The Races will be managed by using a software program that will interface to the "*Fast Track*" timer and is designed to manage pinewood derby races. The software program will manage the race by handling car registration, race scheduling, recording race results and totaling scores. The software package currently used is "*Derby Master*" by enterprising ideas.

It is recommend that the electronic timer have the ability to display the actual race times of each car racing in any heat, independent of any software program. The software program shall display the actual time calculated by the timer.

Race Formats: There are three race formats that could be used during district races. Format A is the default format for the district championship races.

Format A: This race format uses the electronic timer to determine the cars that finish in 1st, 2nd, 3rd and 4th place of each race. In each race, the total race time of each car will be recorded by the software program throughout the heats. The car at the end of the final heat, with the lowest total time for all races, will be declared the winner. In the case of a tie, between two or more cars, the car with the overall highest number of points after the final heat will be declared the winner. The car with the next lowest time will be declared 2nd place, etc.

Format B: This race format uses the electronic timer to determine the cars that finish in 1st, 2nd, 3rd and 4th place of each race. In each race, four points are awarded for first place, three for second, two for third and one for fourth. The winner will be the car with the highest number of points after the final heat. In the case of a tie, between two or more cars, the car with the overall fastest time will be declared the winner. The car with the next fastest time will be declared 2nd place, etc. The decision to conduct the races using any Format other than Format A, will be determined by the District Derby Master.

Format C: This race format is used when there is not a computer or software program available to properly manage the races. In this case, the point system described in Format B is used to score the race. An electronic timer will be used to determine which car finished in 1st, 2nd, 3rd and 4th place in each race. The placing will be manually tabulated to track the score. In each race, four points are awarded for first place, three for second, two for third and one for fourth. The winner will be the car with the highest number of points after the final heat.

In the case of a tie for 1st, 2nd or 3rd place, a one race run-off will be ran between the cars that are tied with the same number of points. The 1st place car in the run-off shall be declared the winner. The electronic timer has the ability to measure time to .001 seconds and thereby provides a very accurate measurement during very close races. The decision to conduct the races using any Format other than Format A, will be determined by the District Derby Master.

Lane Assignment & Race Format: To equalize differences among track lanes, each rank division will consist of a number of heats equal to the number of cars running in that rank.

- a.) In each divisional race, each car will race on each track lane used for that race. For example, a division with four cars would consist of four heats with each car rotating through lanes 1, 2, 3, and 4 on a four-lane track. A race with six boys would have six heats, with two cars "sitting out" each heat on a four lane track.
- b.) From each divisional race, the top car will advance to compete in the District Grand Championship heats based on the total time (Format A) for all heats it competed in during the preliminary races. The overall winner for each Rack will be the car with the lowest total time after the final race for that Rank.
- c.) The District Grand Championship Race will consist of the 1st place cars from each rank (Tiger, Wolf, Bear, Webelo I and Webelo II). Each car will get an opportunity to race on each of the four lanes. The overall District Grand Champion will be the car with the lowest total time after the final races are complete. (See format A)

Car Leaves Lane: If, during a 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 it's lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves it's lane and interferes with another car during the same heat, that car will be judged last place in the heat and the race will be re-staged and re-run without that car.

Car Repair (Without Fault): If, during the race, a wheel falls off or the car becomes otherwise damaged, then the SCOUT may, to the best of his ability perform repairs with the assistance of his adult partner or the Pit Crewmember.

Car Repair (With Fault): If a car is damaged due to track fault, or damage caused by another car or person, then the District Derby Master, at his/her sole discretion, may allow additional repair assistance to the Cub scout.

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

Track Grand Champion: The winning car from each Rank will be impounded in the registration area until the start of the Final Championship Heats. Car inspection and the addition of graphite, if desired, all performed solely by the Cub Scout, will be permitted prior to the start of the Finals.

Track Fault: If a car leaves its lane, at his sole discretion, the District Derby Master may inspect the track and, if a track fault is found which probably caused the initial violation, the District Derby Master may order the race heat to be rerun after the track is repaired.

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

IV. CREATIVITY COMPETITION (Judged Competition)

A separate competition will be judged during the derby to determine the *"Most Creative"* and *"Most Unusual"* cars in the Maketewa district. Scouts that participate in the Creativity competition can register their car in only one of these categories. That car will be judged only against other cars that are competing in the same category.

The judging will be administered by the parents, leaders and mall shoppers. Each may cast one vote per Creativity category.

Each car will be assigned a number. All participating voters will be allowed one vote per category. Voters will cast their vote by writing the car number they have chosen on an official voting ballot and dropping that ballot in the official ballot box. Once the voting has been completed, the car with the most votes will be selected as the district champion for that category.

If a tie exists at the end of the counting, the District PWD committee members will each cast a single vote to determine the winner for that category. Note: In the case of a tie, a committee member is not eligible to vote if one of the cars are from his/her own pack.

V. AWARDS AND RECOGNITION

During the district derby competition, each scout that is selected by his pack will be honored simply for his participation in the district derby. The district committee strongly feels that each scout that earns the right to participate in the district shall be rewarded and recognized.

The most important values in Pinewood Derby competition are 1) good sportsmanship and 2) learning to follow rules. The Pinewood Derby competition is a parent/son participation activity, however the district committee stresses the fact that the derby is an activity for the kids. The Awards Committee will attempt to recognize and encourage each participating scout.

Scouts will be recognized as follows:

- a) Every participating Scout will receive a Maketewa District Pinewood Derby participation certificate and a medal or patch.
- b) Trophies will be awarded to the 1st place finishers of each Creativity Competition category. Silver & bronze medals will be awarded to the second and third place finishers of each category in the Creativity Competition.
- c) Gold, silver & bronze medals will be awarded to the first, second and third place finishers of each rank, in the Racing Competition.
- d) Trophies will be awarded to the 1st, 2nd and 3rd place finishers in the District Grand Championship Races.

VI. IMPORTANT DATES

September Round Table Meeting

The District Derby Location and all important dates & deadlines will be announced and distributed to the Packs during the September Round Table Meeting. Also if there are any rules changes, these will also be announced and distributed during the Round Table Meeting. District Round Tables are held on the 2nd Thursday of each month.

Pack Registration Deadline

All packs in the Maketewa district must pre-register and pay the registration fee prior to the "Pack Registration Deadline". Registration declares your pack as a participant in the district derby and allows the derby committee to plan for the number of participants. Note: The actual name of each participating scout is not required during Pack Registration. Therefore each pack has until the "Name Registration Deadline" to determine their representatives at the District Derby by holding their own pack competition. The Pack Registration date is usually a month prior to the actual day of the race.

Name Registration Deadline

This deadline is the date, prior to the derby, that the name of each participating scout in each pack required. This date is usually the Monday prior to race day.

District Pinewood Derby Day

This is the actual date for the District Derby Event. The location is usually at a local mall. This date is usually set based on Mall availability during March or April. The actual date will be announced as soon as possible following the prior years derby.

Car Inspection and Race Day Registration 10:00am – 11:15am

Competition Begins @ 11:30am

The "Official Maketewa District PWD Registration Form" contains all the key dates and deadlines listed above. Registration forms can be obtained at District Round Table Meetings, the Maketewa District web site or by contacting the District Derby Master.

VII. KEY CONTACT PERSONS

District Derby Master

Each a year a District Derby Master is recruited to lead the planning process and to provide leadership during the actual Derby Event. The Derby Master is responsible for recruiting a derby committee to assist in planning and conducting the derby. Any questions in regards to the district rules or district derby eligibility shall be directed to the District Derby Master.

Assistant District Derby Master

The assistant District Derby Master is an active participant in planning and conducting the derby. This person works closely with the Derby Master to insure the derby is a fun event. This person also helps to recruit district committee members for planning and conducting the event.

The name and contact information for the current District Derby Master and Assistance Derby Master will be announced not later than the September Round Table Meeting. These names will also be posted each year on the Maketewa district web site: <http://www.danbeard.org/Maketewa/index.htm>.