

# 2010 Southern Sky District Pinewood Derby

*Date: March 27, 2010*

*Location: Brandon Tomes Subaru*

*900 S. Central Expressway, McKinney TX*

## **INSPECTION & CHECK IN**

Saturday March 27<sup>th</sup>, 7:00am – 8:50 am

***Brandon Tomes Subaru  
900 S. Central Expressway  
McKinney TX***

## **DERBY RACES**

Saturday March 27<sup>th</sup>, 9:00am – 1:00pm

***Brandon Tomes Subaru  
900 S. Central Expressway  
McKinney TX***

## **Invitational Race: Track #1**

- Registration is by Pack, for the top 3 finishers overall in the Pack pinewood derby.
- \$20 fee per pack, allows 3 boys and up to 2 alternates to register.
- Register Online at [SouthernSkyDistrict.org](http://SouthernSkyDistrict.org)
- Payments due at Council Scout Shop in Allen.
- Pack registration and payments due: 3/20/10

**Awards presented:** 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> place overall

**Fastest Pack award:** Awarded for the fastest combined speeds of their two fastest cars. (2 car minimum for a pack to be eligible)

## **100 Open Race: Track #2**

- Registration is for individual scouts, not participating in the Invitational Race Limited to the first 100 registrants
- Registration starts 2/15/09 and will close as soon as the first 100 boys register.
- Register online at [SouthernSkyDistrict.org](http://SouthernSkyDistrict.org)
- Payments due at the Council Scout Shop in Allen, by 3/20/10
- \$5 fee per boy, 1 car per boy.

**Awards presented:** 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> place overall

## **Recognition:**

All participating scouts will receive recognition (a patch or trophy) for taking part in the race.

This event will be held **outdoors**, rain or shine in a covered area in front of the building. Please dress appropriately. Parking will be limited, so share rides if possible. Hot dogs and drinks will be provided, courtesy of Brandon Tomes Subaru (Brandon is a former Eagle Scout and the Tomes family is recognized supporter of Scouting in Circle 10...). Please arrive early for Check-in and be ready with a car that meets regulations. Scouts must register beforehand to allow for the race software to be configured ahead of time.

## OVERVIEW

This is the first ever Southern Sky District Pinewood Derby. There are two races at the District level this year, an Invitational Race for the top 3 finishers from each Pack in the district; and an Open Race for scouts that came close, want to try again, or just love to race their cars. Due to our location this year, we are limiting the Open race to the first 100 scouts that register online and pay at the scout shop. In both races the invitation is for the Cub Scout, and not their winning car. This means: the car cannot race without the scout present; and the Scouts are welcome to race their current car from this year's pack level race as is, or to make improvements of any kind as long as they comply with the District Pinewood Derby Rules and Regulations. The Scout is also welcome to build an entirely new car to race at the District Derby.

As always, please work together with your son, and offer assistance, letting your Scout design, sand, assemble and paint their derby cars to the best of their ability. Parents should take full responsibility for the use of any power tools. This is a chance for your son to be part of a team (he and you), and to enjoy the spirit of friendly competition with his peers.

The event this year is graciously being held in a public location to provide additional visibility to the community we are part of. This means that good sportsmanship and displaying good Cub Scout character from the boys and the parents are expected. The emphasis, as always, is for the boys to have FUN!

## REGISTRATION PROCESS

The early morning the day of the race, you must bring your car to the Inspection for weighing, inspection and registration. If your car does not pass inspection for any reason, you will have until the end of the registration period (8:50am) to correct or repair your car. Some hand tools will be available to make minor modifications to pass inspection. We encourage you not wait until the last minute, since you may not have time to make any adjustments. Once your car has been registered and approved to race, it will remain with the officials until after the races are completed. **All cars will be weighed equally on a block on the same postal scale during registration – you car may weigh 5 oz at home and be slightly over for the race weigh in – in this case, you will need to lower the weight of the car prior to 8:50am – the Race Official has the final say on car eligibility.**

## RACE RULES AND FORMAT

Each car will run at least 4 races. Even though we will be using computerized timing equipment and derby software to manage race results, the Derby Judge's decisions will be final. With multi-lane racing, every car will get at least 4 trips down the track in various lanes and all cars remain in the competition until the end. The derby software tracks the finish times for each car for each race, as well as placement. The car with the lowest total combined times for their 4 fastest races is the winner (if more than 4 races are run the slowest times are dropped). Should there be a tie, the placement of the cars will be used as a tie breaker (# of 1<sup>st</sup> places = x point, # of 2<sup>nd</sup> places = x-1 points).

Only the Derby Judge and his volunteers will be allowed to handle the cars during the races. Cars will be selected by random means and the races will occur by dividing the total number of entered cars into several equal sized divisions and running those divisions as a group, collecting the 3 fastest from each group and running them in a set of final championship heats. We encourage Scouts to remain near the races to cheer for others in their Pack.

For the Derby Races, we will be using an electronic finish line to determine the finishing position of each car, but the Derby Judge's decisions will be final for all races.

## District Derby Car Regulations

1) All cars, wheels and axles must be from the BSA Model Kit. You may use the official BSA colored wheels also. The new BSA wheels may be used as well as the old wheels, as long as they are official BSA wheels.

2) All cars must pass inspection to qualify for the race. The inspection points are as follows:

- a) The car must have been made during the current year. Cars cannot be reused.
- b) The width of the car shall not exceed 2-3/4 inches including the wheels. The space between the wheels must be at least 1 5/8" to fit on the track.
- c) The length of the car shall not exceed 7 inches.
- d) The car must have a clearance of no less than 3/8". Less than that and the car may drag on the center of the track.
- e) The weight of the car shall not exceed 5.00 ounces. No loose or liquid weight will be permitted. The official weight is to be determined by the district scales.
- f) Axles, wheels and body wood shall be as provided in the BSA Kit. Official colored BSA wheels are allowed. Do not buy wheels and axles from pinewood derby shops. The scouts can sand and polish their own wheels and axles.
- g) Wheel bearings, washers and bushings are prohibited.
- h) The car shall not ride on any kind of spring.
- i) Any details that are added must be within length, width and weight limits.
- j) New axle holes and different wheel bases may be used.
- k) The car must be freewheeling.
- l) No starting devices. The front of the car must have a flat area to accommodate the starting gate. The flat surface must be perpendicular to the bottom of the car so there is no starting advantage.
- m) No part of the car may extend past the starting gate.
- n) No loose materials of any kind [i.e. lead shots] are allowed in the car.
- o) Axles may be lubricated by powered graphite only. No lubricating oils or other lubricants may be used.
- p) No hubcaps are permitted.
- q) The surface of the tires [wheels] must be flat! Rough edges and mold marks may be removed and the tires may be polished. Coned hubs are allowed. Do not reduce the weight of the wheels. The beading must be intact. Wheels modified beyond what a Scout can do WILL NOT BE ALLOWED TO RACE. Specifications of the wheel will be based on the year the wheel was manufactured. The new official BSA wheels are slightly different. Please spare your son and us this embarrassment!
- r) Any Scout car that does not meet these specifications will be given the option of fixing the car before final check-in.

3) All cars must be made by the Scouts. Parents or other adults may give some assistance, but the Scout should do the main portion of the designing and building on the car.

4) Once the car has been weighed and inspected, the car will be placed on a table to await the start of the race. No one except the designated pit crew will be allowed to handle the cars until after the race. No further modifications can be made on your Scout's car. If the judges see a problem [i.e. a wheel coming off, etc.], it is up to their discretion to ask the Scout to correct the problem so the car can race. Every attempt will be made to have every Scout race and be successful.

5) No car will be permitted to race without the driver [the Scout] present.

6) Each heat will be announced. The Starter/judge will make sure the cars are on the track properly and then the race will start.

8) Pinewood Derby Cars that have loose parts either will have to remove the loose parts or the car will not be able to race. Cars that can't stay on the track during the race will not be able to race.

## FAQ

Invitational:

**Q:** If I register 5 Scouts for the Invitational Race how many get to race?

**A:** Three boys from each pack may attend the Invitational Race, the alternate slots are to allow for different Scouts to attend due to scheduling or other conflicts.

**Q:** If a Webelos2 is one of the top 3 finishers, and they cross over in February are they still allowed to enter the race?

**A:** Yes.

All Races:

**Q:** My Packs race rules are different (more strict/less strict, just different...), can the Scout still race the same car?

**A:** The Regulations for the District Race are provided above, as long as the Car meets those regulations it can race. This may mean that 'tweaks' that are not allowed at your Pack level are allowed in the District Race, and the cars that will be competing will have those tweaks. The District Rules this year have been written to be inclusive – e.g. we opted to allow as much as seemed reasonable in order to include/cover as many Pack's rules as possible.

**Q:** I do/don't like this or that aspect of the Districts plan for the race this year...

**A:** We love input. Please feel free to email any of your thoughts, suggestions, concerns or feedback to: [clint\\_tennill@msn.com](mailto:clint_tennill@msn.com). This is our first year and we are trying two races and no design competition. We are hosting it OUTSIDE, on the patio of a car dealership. This makes several variables that we will try this year and may or may not change for next year. We hope that the event will be fun and engaging for the Scouts, and are very interested in gathering feedback, input, complaints, etc. This will be better and more organized next year – it will be part of the district schedule, the rules will be provided earlier, and the feedback from this year's event will be used in help plan next year's event.

**Q:** Can my son race in both races?

**A:** No, only one race per scout this year.

**Q:** Why only 100 boys for the Open race?

**A:** We are hosting the event at a business, and have been asked to limit the number of participants based on parking, the size of the venue and other logistical constraints. Plus this is our first year and we have no way to predict the interest level in the Open event...

### **Please review the following comments with your son:**

In every competition there are winners and losers and 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. But winning a car race does not make you a good Scout. A good Scout does not brag or gloat when they win, and they do not act jealous or bitter when they lose. A good Scout must be able to say "I did my best" and be proud of their effort. After all, this is the "fun" part of Scouting, enjoy it!

**HAVE FUN! HAVE FUN! HAVE FUN!**