



PACK 110 – PINWOOD DERBY RULES AND PROCEDURES



Welcome to this year's Pinewood Derby. Please review the following procedures and rules to help us all have a fun and exciting race day! These rules are in addition to those provided by the Pine Tree Council – “2009 Expanded Pinewood Derby Rules”

PROCEDURES:

- 1. Inspection:** All cars must pass inspection before registering to race. The rules for the car are dictated by the Pine Tree Council of the Boy Scouts of America. Compliance with these rules are critical to make sure that we run a fair competition and to make sure that the winners will be able to compete at the District level. If there are any problems with your car, you will be permitted to make corrections and re-submit it for inspection. **No modifications or lubrication can be made once you have passed inspection.**
- 2. Registration:** Next, proceed to the registration station. There you will receive your registration packet, including Pit Pass, Racer Pass, Registration Card, and ballots for voting on the design of the cars. You and your car will be assigned a racer number. Remember what your number is and listen carefully for it when the racing starts!
- 3. Pit Row:** Carry your car carefully to the Pit Row table and place it in the space with your number on it.
- 4. Voting for Car Designs:** You will be given 3 ballots to vote on the different car designs that you will see today. One ballot is for each Scout, and each Scout can assign the two other ballots to whom he chooses (parents, grandparents, siblings, etc). You cannot vote for your own car. Please be thoughtful in picking the your choices for each category. **Voting can only be done before the first races start and during intermission.** After you have made your selections by circling the appropriate numbers on the ballot, return your ballot to the registration table.
- 5. Computer Registration:** Take your registration card over to the computer timing table so that you will be entered into the system for the race.
- 6. Exit the Race Area:** Once you have completed your inspection and registration process, you must leave the race area. You are encouraged to cheer on your friends, but only from the spectator side of the marked off race area. Only the scouts that are competing in the current race are allowed in the race area.
- 7. Race Time!** When your name and number are called, **walk** to the Pit Row table and get your car. Carefully carry it to the starting line end of the track. **Place your car in the lane indicated by the race officials.** It is very important to pay close attention to the lane number that you are assigned in the race. After you have placed your car on the track, **walk** to the finish line area. Once your race has ended, **after the finish line official has given you the OK**, you may pick your car back up and return it to the Pit Row Table. Then exit the race area so that the next two Scouts can race.
- 8. During the Races:** Cheer your friends on! Food will be available at the concession table as well.
- 9. After the Races:** Prizes will be awarded for the best designs that were voted on, and trophies will be awarded to the top finishers in the race. **The top 6 cars will be impounded after the race and will automatically be entered into the Abnaki District race (time and location to be announced).**

RULES:

- 1. HAVE FUN!!!!**
- 2. BE A GOOD SPORT!** Everyone that competes should be proud of their accomplishment in building their car. When we race, some will win, others will lose, but there are no “losers”.
- 3. Pay close attention to the race officials.** The Race Inspector will have the final say when inspecting cars for entry in the race and they must comply with the Pine Tree Council rules. The rules listed here are in addition to, not instead of, the District Rules. The Derby Master (Cubmaster) will announce who will be racing in each heat, and in which lanes, and will be responsible for operating the timing equipment for the race. The



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Starting Official will help make sure that the cars are set on the starting line and will pull the lever to start each race. The Finish Official will make sure that both cars finish and will instruct you when it is OK to retrieve your car. **Any disputes regarding a race shall be determined by the race officials and their decisions are final.**

4. No modification or lubrication is permitted after the car has passed inspection. The only exception to this will be if a car sustains damage during a race, it may be repaired to its original condition as closely as possible, as approved by the Race Inspector.
5. No one is allowed in the race area during the races except for the race officials and the two Scouts who are racing.
6. There may be an initial period of practice heats that will not count in the final standings. After the practice heats, the competition period will begin. The winner will be chosen by **Final Standing** method, based on the **average elapsed time of all rounds**. This means that everyone will race in all of the rounds to find out the best average speed. It also means that each race, while exciting, may not have a bearing on the ultimate winner for the day. For instance, a car may “win” all of its races, but still not place in the top 6 if there are six other cars with faster average speeds. This may seem a little confusing, but it will be a much more fair and accurate method of determining the fastest cars to advance to the District Race. The Derby Master software will dictate the order of the races, and will be the official record of the winner. Paper records will be maintained of each heat in case there are problems with the computer hardware or software. Should this occur, the paper records will dictate the top 6 finishers.
7. If a car leaves the track, runs out of its lane, interferes with another car, loses an axle, etc., the race will be rerun. If the same car gets into trouble on the second run, the car automatically loses the race and a “default maximum time” will be entered for that car.. The Race Officials at each level of competition will decide, by majority vote, if a car can continue to race after it has these types of problems in two consecutive runs.
8. If a car is unable to make it to the finish line, the software will assign a “maximum race time” for that car. If the car did not finish due to a problem with the track, that race will be re-run. The Race Officials have the final judgment on whether a race will be re-run or not.
9. If both cars fail to reach the finish line, the race officials can call for a re-race at their discretion.
10. Every effort will be made to ensure that the track is stable, smooth, and consistent from race to race and in each lane. If it appears that there is a problem with the track, the officials can stop the race to address the issue, at their discretion. The officials can opt to re-run the previous race (and ONLY the previous race) at their discretion.