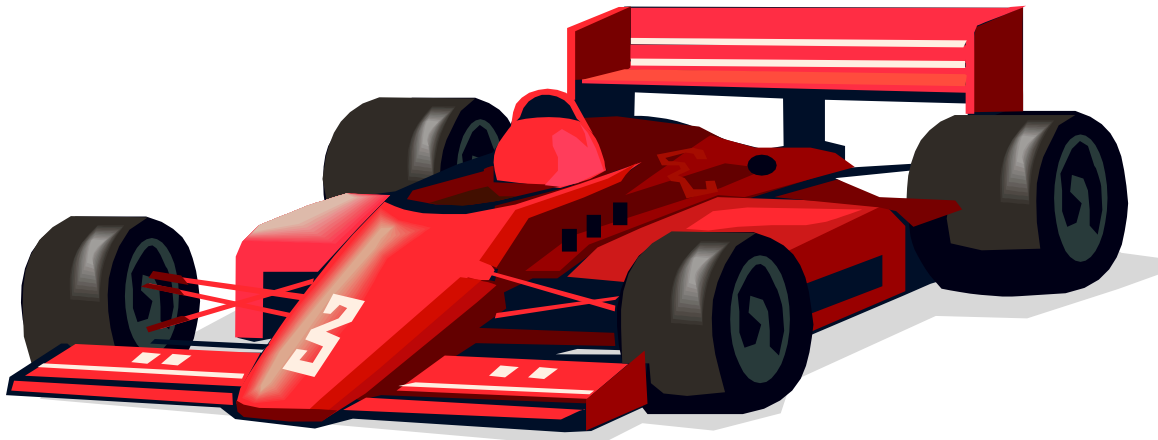


2016 Pack 862 Pinewood Derby



Leader's Guide



Deep Creek Baptist Church Gym
250 Mill Creek Pkwy
Chesapeake, Virginia

Thank you Pack 14 for providing the template!

Pack 862

Pinewood Derby Schedule

Derby Date: Saturday, February 6, 2016, 10am - 4pm

Derby Location: Deep Creek Baptist Church
250 Mill Creek Pkwy, Chesapeake, VA

Derby Eligibility: Registered Cub Scouts of Pack 862, Leaders and Parents of Pack 862.
Derby Entry Fee: Free

Derby Setup: Please arrive **PROMPTLY** at 10am for setup!! We have a lot to set up and not a lot of time to do it! I need a volunteer for registering the cars and a volunteer for weighing and impounding the cars.

Derby Schedule:

Rank	Check-in/Inspection*	Race Start Time**
Tiger Cub	11:00 - 11:20 a.m.	11:30 a.m.
Wolf	11:45 - 12:05 p.m.	12:15 p.m.
Bear	12:30 - 12:50 p.m.	1:00 p.m.
Webelos I	1:15 - 1:35 p.m.	1:45 p.m.
Arrow of Light	2:00 - 2:20 p.m.	2:30 p.m.

Finals All 1, 2, 3 place should be in holding areas 2:45 p.m.

Break Down & Clean-up: Volunteers Please!! We need to be out of the Gym before 4 PM
This means we need to have the gym back in order and our track broken down and all trash taken out. If you are racing early please come back to help if you can.

*Cars must be presented and pass the pre-race inspection within this time frame in order to race. Cars will be placed in their designated holding areas for race time and cannot be touched by scouts until their race time.

**Start times are tentative and may be delayed, depending upon the number of racers.

Derby Awards: Awards will be presented to the top three finishers of each Rank.

District Racers: The top 3 finishers overall and the winner of each Rank will go to District. Cars will be "in holding" by a leader of Pack 862 until the District Race. Tentative District Fees are \$7.00 per Racer.

- Derby Tips:**
1. **please** follow the Official Rules included in this Guide for car construction. Cars not built to the specifications and rules will not pass inspection.
 2. Arrive early - it will allow more time if you need a "last minute" adjustment.
 3. Help is not only accepted but also encouraged! We will need volunteers.

Questions or Comments: Contact the Cubmaster: Darrell Keller 619-764-9128 or Cubmaster@pack862va.org

Official Pinewood Derby Rules

Car Specifications:

1. Width - $2 \frac{3}{4}$ inches.
2. Length - 7 inches.
3. Gross weight - shall not exceed 5 ounces.
4. Width between wheels - $1 \frac{3}{4}$ inches
5. Clearance between car bottom and track - no less than $\frac{3}{8}$ inch.
6. Height - 3 inches maximum (finish line gate will obstruct a taller car).

Car Rules:

1. Wheel bearings, washers, bushings and springs (except for adding weight) are prohibited.
2. Only official Cub Scout Grand Prix Pinewood Derby wheels (no single axles) are permitted.
3. The car shall be freewheeling with no starting device(s).
4. Only dry type lubricant is permitted. (i.e. graphite).
5. Wheels and axles may not be altered. Wheels and axles may be polished to remove imperfections. No changes to the size or shape of the wheels and axles are permitted.
6. The entire car must line up behind the starting post.
7. Weights must be fastened securely and paint shall be dry.

Race Rules:

1. Cars shall be inspected then weighed-in on the official race scale. Cars will be checked to assure that none of the construction limitations have been exceeded.
2. Cars will be impounded after weigh-in. The cars will be placed in the impound area and no further adjustments will be allowed.
3. **Only Racers and Officials** are permitted inside the impound area or the track areas.
4. Races will run by Rank - Tiger, Wolf, Bear, Webelos, Arrow of Light and an overall final.
5. Scoring shall be determined by the race track computer. The top three finishers from each Rank shall advance to the Finals. The Finals will be run the same as the Rank races. In the event of computer failure, judges will determine the winner of each heat. Judges decisions are final!! Please bear with us, as we are not professionals either!
6. Cars that jump the track two times will be disqualified.
7. In the event of a car's breakdown, five minutes maximum will be allotted for repairs.
8. Protests should be brought to the attention of the Race Officials immediately. No protests will be allowed after the start of the next race.
9. **All decisions of the Race Officials shall be final.**