

# Pack 274 PineWood Derby

## Derby requirements

- Hand Out Cars / Rules, ~ 2 months before Derby
- Hold Open Den meetings where cars can be cut out (~ 2 to 3) at least a month before derby
- Make Derby Flier, send it out to pack members ~ 2,3 weeks before derby
- Setup
  - o 1 Pit Table ( 1 Person before race)
    - 1 table (under stage)
    - Powder graphite
    - 1 scale
    - Handful lead strip weights
    - 2 pair needle nose pliers
    - 2 pair snips
    - Gorilla / super glue
    - Extra wheels & axles( from old leftover kits)
  - o 2 Check In tables ( 3 people before race)
    - 3 tables ( under stage)
    - Den roster with car # assigned
    - Den sticks to line up cars
    - Small stickers to put on bottom of car, with each kids den and position in the race file on it already.
    - 2 permanent markers
    - 2 scales
    - 2 bottles gorilla / super glue
    - Handful of lead strip weights
    - 2 pair snips
  - o Track ( 1person before, 2 during race)
    - Track & Timer is stored at bottom of main steps in closet
    - 2 Adjustable wrench's
    - Movie screen
    - DLP
    - 20ft video cable from laptop to DLP
- Laptop
  - Derby master software installed
    - o Load all kids in each den in a separate file and save file.
  - Speakers for national anthem
    - o Wav file of national anthem
- Rs232 cable (laptop to timer)
- o Awards ( pack leader, and timing official)
  - 1, 2, 3<sup>rd</sup> place medals for each den
  - 1,2,3<sup>rd</sup> place trophies for pack
  - Coolest car trophy for dens
- o Derby officials
  - Derby hats
- Food ( 2 -3 people before and during race)
  - o 2 tables ( under stage)
  - o Donuts ( # ??? )
  - o Hotdogs ( # ???)
    - Rolls ( # ???)
    - Ketchup . Mustard / Relish
  - o Drinks
    - Coffee
      - Coffee Maker ( Location ????)
    - Hot Chocolate
      - Water Maker ( Location ????)
    - ????????
    - Cups ( # ???)
    - Napkins ( # ???)

## Derby Execution

- 7:30 Arrive to complete setup and prepare food

- Staggered Check In ( Food offered starts)
  - 8:00
    - Den 7 C.I. Table #1
    - Den 8 C.I. Table #2
  - 8:10
    - Den 1 C.I. Table #1
    - Den 5 C.I. Table #2
  - 8:20
    - Den 3 C.I. Table #1
    - Den 10 C.I. Table #2
  - 8:30
    - Den 2 C.I. Table #1
    - Den 9 C.I. Table # 2
  - 8:40
    - Den 6 C.I. Table #1
    - Den 4 C.I. Table #1
- 9:00 Race Start
  - Flag Ceremony
  - National Anthem
  - Races
    - order
      - Den 2
      - Den 3
      - Den 4
      - Den 6
      - Den 9
      - Den 5
      - Den 10
      - Den 1
      - Den 8
      - Den 7
    - Webelos 2 retrieve cars back to starting line
  - Friends Of Scouting
    - Presentation
    - Calculation of awards
  - Free Food Time
  - Awards
  - Clean Up / Tear Down



## PINEWOOD DERBY 2008

### Sportsmanship

Racing requires participants to learn two main things: the craft skills necessary to make your car and the rules that must be followed. There is also a third part to competition that's very important—sportsmanship. This has to do with how you act and behave while participating in the derby.

The first thing to remember about sportsmanship is that everyone's skills are a little different. Some people are better than others at certain skills. You may be good at one thing but not good at another. This doesn't mean you are a good person one time and not good another time. You can always be a good person, whether or not you have good skills for racing. Remember, you and your friends are individuals first and racers second. This idea is sometimes 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 sometimes called being fair and being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You know this when you choose to compete. There are times when you will win and be happy, and times when you will lose and be unhappy. Being a winner is easy but being a loser is sometimes hard. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results. If you win, you must not gloat.



### An Instant and Enduring Hit.

Every year more than a million boys and parents team up to participate in a pinewood derby. They carve the cars; decorate them; weigh, adjust, readjust, and fret over them; and finally race them. This partnership of parent and son has become a symbol of the event's

success.

The first pinewood derby was held in 1953 by Cub Scout Pack 280C of Manhattan Reach, California, operated by the North American Aviation Management Club. The event was publicized in *Boys' Life* in October 1954. The magazine offered plans for the track and car, which featured "four wheels, four nails, and three blocks of wood."

The derby was an instant and enduring hit. It is estimated that more than 35 million parents and sons have participated in actual races. Millions more—parents, den leaders, Cubmasters, and committee members—also have been involved in various ways.

The rules of the very first race stated: "The derby is run in heats—two to four cars starting by gravity from a standstill on a track and run down a ramp to a finish line unaided. The track is an inclined ramp with wood strips down the center to guide the cars."

The cars still roll that way, forty years later, accompanied by shouts of excitement and grins of delight from both participants and spectators.

### Take Your Place in History

Join the ranks of millions of Cub Scouts who have stood in the derby winner's circle. Cub Scouts just like you have been building their own cars and competing in pinewood derbies since the 1950s.

Millions of car kits have been built by Cub Scouts over the years, each one handcrafted to reflect the style of its owner's desire. And on race day across the country, these Cub Scouts pit their entries against the cars championed by fellow den members.

### Pinewood Derby

The pinewood derby is one of the most popular and successful special events in Cub Scouting. Like all successful activities, it requires planning and preparation, but its value in fun and in strengthening family relationships has been proven over the years.

Pinewood derby cars are simply small model cars of specified dimensions, created, carved, and assembled by the boys, under the guidance of their parents or other family members. The cars are gravity powered and run down a regulation track. The race can be run indoors or outdoors.

The pinewood derby committee sets simple, uncomplicated rules and familiarizes each pack family with these rules before the cars are built. The committee should follow the guidelines for planning special pack activities so that nothing important is overlooked.

### Pack 274 2008 Derby Rules

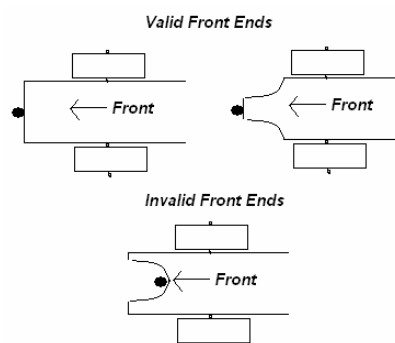
Derby cars are small pinewood models of specified dimensions, designed and carved by Cub Scouts under parental guidance, and raced by the Cub Scouts under Scout leadership. The pinewood derby cars are gravity powered and run unaided down a regulation racetrack to a

finish line. A wooden strip placed down the center of each lane guides the car in a straight path.

1. Pinewood derby cars must be built and qualify at the Pack Derby during the same program year as the District Super Derby race.
2. Only the parts (wood, nails, wheels, etc.) contained in the OFFICIAL BSA PINEWOOD DERBY KIT can be used to construct the car; except for weight additives, decals, graphite, and other items specifically permitted in these rules.
3. Wheel bearings, washers, hubcaps, bushings, shims, etc., are not permitted for use on the wheels or axles.
4. Axle slots have been pre-cut into the wood block provided in the kit. These slots are the only place permissible for the mounting the axles and wheels.
5. The only acceptable lubrication is dry powder lubricants. Oil, grease, silicone spray, or other lubricants are not permitted on the pinewood derby car's axles or wheels. Lubricating powder can be applied to the cars at the Derby under the supervision of official derby personnel.
6. No loose materials of any kind are permitted on or in the pinewood derby cars. (Loose material used for weights is the most frequent violation of this rule.)
7. The overall pinewood derby car dimensions: car width shall not exceed 2-3/4 inches; overall car length shall not exceed 7 inches; overall car height shall not exceed 5 inches.
8. The unobstructed clearance of the pinewood derby car must be 3/8 inch or more from the total underside of the car to the base of the wheels.
9. Car must not have a "V" or "U" shaped front end. The very front of the car must be able to sit on the starting pin, which is in the middle of the lane, see examples below.
10. The pinewood derby shall not exceed the standard 5 ounces (Avoirdupois ounces, not Troy ounces) or 141.75 grams. The weight of the pinewood derby car should be 5 ounces prior to coming to the derby; however, the pinewood derby car weight may be adjusted at the derby.
11. Only the axles (nails) contained in the official pinewood derby kit can be used as the pinewood axles. However, the axles can be sanded or polished and affixed (glued, etc.) the underside of the pinewood derby car in the slots which were pre-cut into the car.
12. Only the wheels contained in the official pinewood derby kit can be used as pinewood derby car wheels. The wheels can not be modified by the Cub Scout into shapes such as "V" or wafered to reduce friction. Only imperfections can be removed from the wheels.
13. The pinewood derby car can be painted and/or waxed to finish the car for the purpose of reducing air friction. Plating or plasticizing is not permitted.
14. Once a pinewood derby car is officially inspected, approved and checked-in, no one is allowed to handle or repair a contestant's pinewood derby car except an authorized race official or the Cub Scout who constructed the car.
15. A pinewood derby car can be officially re-inspected at any point in time during the derby for possible violations.
16. Cars not meeting the official derby rules will be disqualified from the official

standings of the race.

17. In event of a tie in the top positions, a onetime run-off will



occur for those cars involved the tie only.

18. The racers must be present at the end of the Derby for a run-off in the event of a tie and/or the awards ceremony.
19. In the event that a qualifying car is unable to participate in the Super Derby for any reason, an alternate may be sent.
20. In the event the judges have determined there has been a timer mishap, the heat will be rerun.
21. In the event a car does not make in down

or jumps the track, and it is determined to be the tracks fault, the heat will be reraced.


22. Race officials and judges decisions are final. Remember to conduct yourselves as Scouts and with honor, goodwill and good sportsmanship.
23. Observation of or knowledge of rule violations should be reported to the derby official.

## Car Stickers

1-1	3-1	5-6	8-8
1-2	3-2	5-7	8-9
1-3	3-3	5-8	9-1
1-4	3-4	6-1	9-2
1-5	3-5	6-2	9-3
1-6	3-6	6-3	9-4
1-7	3-7	6-4	9-5
1-8	3-8	7-1	9-6
1-9	3-9	7-1	10-1
1-10	3-10	7-3	10-2
1-11	3-11	7-4	10-3
1-12	3-12	7-5	10-4
1-13	4-1	7-6	10-5
2-1	4-2	7-7	10-6
2-2	4-3	7-8	10-7
2-3	4-4	7-9	
2-4	4-5	8-1	
2-5	4-6	8-2	
2-6	5-1	8-3	
2-7	5-2	8-4	
2-8	5-3	8-5	
2-9	5-4	8-6	
2-10	5-5	8-7	

# Pinewood Derby Racer Driver's License

Below image got from <http://www.pinewoodpro.com/>, just paste photo into square and print.

<b>P</b> inewood Derby Racer	
MD DRIVER LICENSE 274-001	
Hgt: 4-05    Eyes: BRO    Class: PWD	
 <b>PINEWOOD PRO</b>	Your Photo Here
Signature Required	Pack #

# PATCHES

[www.scoutstuff.org](http://www.scoutstuff.org)



Pinewood Derby® Blue Car Emblem Pin  
Price: \$1.59



Pinewood Derby® Flags Emblem Pin  
Price: \$1.59



Pinewood Derby® Participant  
Price: \$0.68



Pinewood Derby® Pit Crew  
Price: \$0.68



Pinewood Derby Pitcrew Emblem  
Price: \$0.99

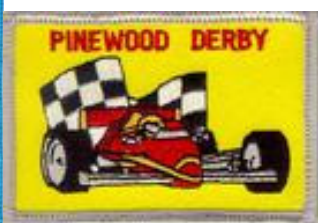
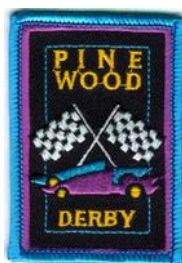
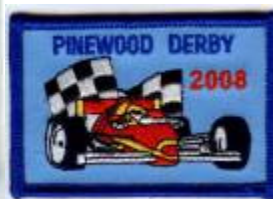
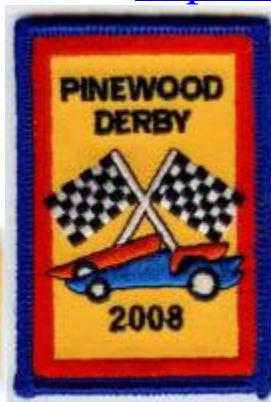


Pinewood Derby Racer Emblem  
Price: \$0.99



Pinewood Derby® Racer Emblem  
Price: \$0.68

<http://www.patchsales.com>



<http://www.littleawards.com>

## PATCHES



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STK#: SCT71456



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STK#: SCT71457



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STK#: SCT71458



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STK#: SCT71459



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STK#: SCT71460



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STK#: SCT71461



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STK#: SCT71462



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