

Trailblazer District Pinewood Derby Participation Guide 2020

Saturday, March 28th
Scott High School Gymnasium
5400 Old Taylor Mill Rd, Taylor Mill, KY 41015

Schedule and Race Entry Information

Date: Saturday, March 28th, 2020

Location: 5400 Old Taylor Mill Rd, Taylor Mill, KY 41015

Eligibility: The top three (3) finishers and top (1) design winner from each rank from all Trailblazer District Cub Scout Packs are eligible to race for placement in the Trailblazer Pinewood Derby. Webelos who raced with their pack in 2019-2020 and have since crossed over to Scouts BSA are eligible to race. If a Scout was a top three (3) finisher in their Pack, but unable to attend, the Scout that is next in line is eligible to race (i.e. if the 2nd place Tiger cannot attend, the 4th place winner is offered to race as 3rd place).

Early Bird Registration	February 25 th – March 25 th	\$8.00
Late Registration	March 26 th – March 28 th	\$10.00
Registration at Door	March 28 th	\$10.00

Registration: Registration information is found on the Trailblazer District Calendar on the Dan Beard Council Website (<http://legacy.danbeard.org/Event.aspx?id=9760>)

Volunteers report by 8:00 AM

Schedule of Events

Lion Scouts

Check-in/Inspection Time	Race Time
9:00 – 10:00	10:15

Tiger Scouts

Check-in/Inspection Time	Race Time
10:15 – 11:15	11:30

Wolf Scouts

Check-in/Inspection Time	Race Time
11:30 – 12:30	12:45

Bear Scouts

Check-in/Inspection Time	Race Time
12:45 – 1:45	2:00

Webelo Scouts

Check-in/Inspection Time	Race Time
2:00 – 3:00	3:15

Registration Rules: Cars must be presented by the Scout (parents are not allowed to handle cars once inside, unless special circumstances, such as disability, require the parent's assistance) and pass the pre-race inspection prior to the end of stated check-in time to participate in the race.

Awards: Trophies will be presented to the top three (3) finishers of each rank. The 1st, 2nd, and 3rd, place winners of each rank will receive a trophy. Winner of design for each rank will get a trophy. Every registered participant will receive an event patch.

Information for Scouts, Leaders, and Parents

Congratulations on making it to the Trailblazer District Pinewood Derby!

We are providing this guide so that you will know what to expect and what to do when you arrive for the big race. Scouts, please share this guide with your parents; parents, please share it with your Scouts.

Note: This is a public event and there may be media present. Scouts are expected to be in full uniform and to conduct themselves in accordance with Cub Scout principles. Parents and guests are expected to set good examples for the Scouts. Remember, we all live by the Scout Oath and Scout Law.

1. **Conduct:** One of the goals of the Pinewood Derby is to help Scouts learn good sportsmanship.
 - i) Scouts whose car wins will not taunt, tease, or demean Scouts whose car did not win. If this is observed by a race official, the Scouts' car will be disqualified from racing in the next race. Scouts whose car did not win should congratulate the Scouts with the winning car.
 - ii) Scouts should cheer for and support their pack mates, winning cars or not. Scouts should **never** "boo" anyone.
 - iii) Parents and older Scouts should set the example by demonstrating good sportsmanship before, during, and after the race. This includes handling any disagreements with race officials calmly and privately.
 - iv) The Race Marshal has the right to disqualify a car for ongoing or bad sportsmanship on the part of a Scout, their parents, or guests.
 - v) The Race Marshal has the right to ask any parent or Scout to leave the event if bad sportsmanship-like behavior is a continuous problem.

2. **Lubrication:** After a Cub Scout registers their car, the car will not be allowed to be lubricated again during the event. All lubrication must happen prior to registration and outside of the race location.
 - i) **GRAPHITE ONLY** - Use of any wet lubricants such as oils, silicones, waxes or anything that is “wet”, or “damp” is **NOT** allowed.
 - ii) **DO NOT** bring graphite into any area of the school or gymnasium. All lubrication should be applied outside the race facility or at home, and in a manner so that loose graphite does not fall off the car or wheels at any time.
 - iii) **The graphite will stain floors and carpets if spilled. Costs associated with cleaning-up spills of graphite will be the responsibility of the Scout and Adult Partner of that Scout.**

3. **Registration & Inspection:** Upon arrival, Scouts will check-in and be given a sticker with their assigned car number. The sticker will be placed on the bottom of the car. During registration the cars will be inspected for compliance to car specifications. Cars will only be accepted from the Scouts racing; parents may not handle or be in possession of cars after entering the building (unless for circumstances outlined above in the *Registration Rules* on page 3). Each car will be inspected and weighed by race officials and after passing inspection will be set aside until the appropriate race time.
 - i) If a car should fail inspection, the Scout will be given an opportunity to correct the problem in the pit area and re-submit the car for inspection.
 - ii) Unless an inspector authorizes it, no other work on the car will be permitted. The car must pass inspection after any authorized work.
 - iii) Work on cars is only permitted in the designated pit area, under the supervision of the pit official. Repairs on cars will **only** be performed by the Scout but with parental supervision, and assistance from the pit official if required. Tools will be available, however spare parts are not.
 - iv) In all cases, if a car has not passed inspection when its first race is called, the car will be disqualified from the Derby.

4. **Racing Overview:** During the race, each car will be ran once on each different track (4 total) to ensure fairness.
 - i) All races for a given rank group will be completed before starting the next rank.
 - ii) Within a group, every car will race a minimum of four (4) times. Points will be awarded based on a car's finishing times. When the races are completed, the four (4) fastest cars, as determined by racing results, will advance to their ranks championship race.

5. **Racing Procedures:** When the Scouts name is called, the Scout will walk to the pit area and locate, but **not** pick up their car.
 - i) The Scout will confirm their car's identification with the race official and walk with it to the track's starting line. The official will verify correct placement.
 - ii) The Scout will walk to the racer's area to view the race.
 - iii) After the race is over, the Scout shall be prepared to confirm their car's identification, and escort it back to the pit area, then walk to the spectator area; or walk with the car to the starting line if it is in the next race.

6. **Incidents:** If a car experiences an on-track malfunction, including but not limited to leaving its lane or the track, the race will be "yellow flagged". No results will be recorded, and unaffected cars will be returned by their Scout to the starting line, in their original lanes. Cars affected by the malfunction shall be retrieved by their Scouts and taken to the pit area.
 - i) Using the same pit area procedures as above, a Scout shall be afforded five (5) minutes to make repairs to their car or check and adjust wheel alignment. Repair work takes precedence over all other work.
 - ii) During this yellow flag period, the track shall be checked for damage and lanes swept to remove debris.

- iii) The official shall check any repairs and approve the return of the car to the track. The Scout shall return their car to the starting line in its original lane and the race will be ran again.
 - iv) A car causing a second yellow flag shall be disqualified from further racing in the Derby unless the Race Marshal determines an external factor caused the malfunctions.
7. **Design Competition:** Each Pack may submit one (1) car per den for the design contest. The car in the design contest cannot be in the race as the design contest occurs at the same time as the race. During check-in, each registered Scout will receive one voting ballot. Each Scout can vote for one car in the contest. When the Scout turns in their ballot, the design booth official will write the car number down of the car on the ballot. The number will be verified with the Scout and the ballot will be collected. Each ranks design car will be voted on during that ranks posted race times.
- i) The three (3) cars with the most votes will place 1st for each rank in the contest and receive a trophy. In the event of a tie, the cars will race to determine the tie breaker. Before a tie breaker race, the cars will be inspected to ensure they are eligible to race according to the race rules. Cars must meet the race rules prior to racing.