

PACK 934 PINEWOOD DERBY PROCEDURES

Registration
Friday February 10th, 2012
6:00 – 8:00 PM
Mt. Tabor UMC

- 1) All scouts must PASS INSPECTION and REGISTER their cars on Friday night. Registration closes promptly at 8 PM and NO LATE REGISTRATIONS WILL BE ALLOWED, including the morning of the race.**

- 2) If the scout cannot be present to race his car the next day, he must submit the name of a scout of another rank or a sibling AT REGISTRATION, who will then race the car in their stead. Adults will not be allowed to race the car for the scout.**

- 3) It is expected that all scouts will present a race rules compliant car at inspection, and that no adjustments will be needed, especially with regard to weight. The Pack will not provide tools, nor will the Church have facilities available, for “last minute” changes. Every scout is expected to work with their dens, Den Leader, and family members to present a “race ready” car at inspection and registration. Parents (and scouts) should come prepared with tools and materials to make any necessary adjustments should their car not pass inspection. PLEASE NOTE: NO GRAPHITE APPLICATION IS ALLOWED INDOORS, and is limited to the courtyard lawn just outside the Fellowship Hall. If any uncertainty exists, an early inspection is advised (6 PM). NO CARS WILL BE ACCEPTED PAST 8 PM!**

- 4) Cars will be impounded after passing inspection. There will be no opportunity to modify, adjust, or otherwise refine a car after impoundment, including during race day, except in case of accident (see Race Day procedures below).**

Race Day
Saturday February 11th, 2012
8:00 AM – 2:00 PM

1) Races will be run in a series of heats, according to the following schedule:

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| a. Tigers: | 8-8:45 A.M. |
| b. Wolves: | 9-9:45 A.M. |
| c. Bears: | 10-10:45 A.M. |
| d. Webelos I: | 11-11:45 A.M. |
| e. Webelos II | 12-12:45 PM |
| f. CHAMPIONSHIP: | 1:00-1:45 P.M. |

Although there is no check-in procedure for Race Day, each scout is expected to be present to race when his heat is run; therefore it is advisable to arrive 15 minutes prior to your group start time. Any absences or “no shows” when a scout is called to race will disqualify the scout from his heat! **NO HEAT SHALL BE RUN BEFORE THE POSTED START TIME**, so in the event of an early finish, no scout will be excluded provided he arrives at the appropriate time.

2) When the scout is called to race, he will proceed to the starting gate while a Race Official retrieves his car from the impound area. The car will be handed to the scout at the starting gate, and the scout will place the car in his assigned lane for that race. The scout will then step back from the starting gate to observe the race.

3) The Starter will trigger the cars to race.

4) The track is equipped with an electronic device that detects which car crosses the finish line first and displays the finish order.

5) Once the cars have completed the race, the scout may return to his seat/den. **DO NOT STEP OVER THE TRACK.** Always walk around the end of the track to get to the other side. **SCOUTS SHOULD NOT RETRIEVE THEIR CAR FROM THE FINISH LINE.** Race Officials will collect the cars from the finish line and return them to the Impound Area for the next heats.

6) Each race result is automatically fed into the race program. Subsequent heats/pairings towards Championship Rounds will be announced throughout the Race. Scouts and their parents are expected to be attentive and make sure they proceed directly to the starting gate when their name is called for subsequent rounds. Again, any no-shows will be disqualified.

7) Awards for 1st, 2nd, and 3rd place finishes for each level (Tiger, Wolf, Bear, Webelos I, and Webelos II) will be presented. The top three finishers from each level will return for the Championship race in the afternoon.

8) Each level (Tiger, Wolf, Bear, Webelos I, and Webelos II) will have a “coolest car” award. The winner will be determined by the scouts in each level voting on the cars from the corresponding level. Each scout **MUST** vote for a car other than their own. Awards for the “coolest car” will be presented at the Blue and Gold banquet.

9) All decisions by the Judges are final. Parents are expected to cooperate and contribute to a fair and orderly race environment in the spirit of good sportsmanship.

A NOTE ON THE SCORING SYSTEM: We use a type of round robin contest call a Perfect N (PN) or a Partial Perfect N (PPN) pairing depending on the number of scouts entered in each race. Each scout will race in each of the 3 lanes the same number of times. The scout will be matched

against the other scouts as evenly as possible. When the number of scouts racing is 5, 7, 9, 13, or 19, the scout will race against every other boy the same number of times. For other numbers of cars, the scout will race against the other scouts as evenly as possible. A scout will not race against any single scout more than one time more than he races against any other scout. The scouts are placed in the race order charts by a random number generator. A computer is used to show who is racing, who is in the next heat, and to keep the score. This method of racing allows for fast heat-to-heat times and all the scouts get to do a lot of racing.

A NOTE ON CAR MALFUNCTIONS: In the event of a car malfunction (e.g. wheel falls off), the car can be repaired at the Impound Area under the supervision of the Inspection Team. The car repairs must not cause the car to violate the Piedmont District Rules (e.g. dimensions, weight, etc.) Repairs will only be allowed to the source of the malfunction (i.e. no additional modifications/improvements allowed). No additional graphite lubricant will be allowed. Every car must pass inspection before being allowed to race again.

A NOTE ON FOOD AND BEVERAGES: Breakfast and lunch items will be provided on site by the Boy Scouts and/or Venturing Crews as a fundraiser, at very reasonable prices. Please support this effort by purchasing your breakfast/lunch at the Race.