

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 as 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.

**IROQUOIS DISTRICT
PINEWOOD DERBY RACE**

RULES & SPECIFICATIONS

1. LENGTH, WIDTH & CLEARANCE

- a. Maximum overall width (including wheels and axles) shall not exceed 2³/₄ inches.
- b. Minimum width between wheels shall be 1³/₄ inches so car will clear the center guide strip.
- c. Minimum clearance between the bottom of car and track shall be 3/8 inch so car will clear the center guide strip.
- d. Maximum length shall not exceed 7 inches.
- e. The wheel base (distance between front and rear axles) may not be changed.
- f. The height will not exceed 3 inches in race category; this is to insure it passes under timer at finish line.

2. WEIGHT AND APPEARANCE

- a. Weight shall not exceed 5 ounces. The readings of the official race scale will be considered final. The car may be hollowed out and built up to the maximum weight by addition of wood or metal only, provided it is securely built into the body or firmly affixed to it. No loose materials of any kind are permitted on the car.
- b. Mercury shall not be used for adding weight; it is a potential health hazard.
- c. Details such as steering wheel, driver, spoiler, decals, painting and interior details are permissible as long as these details do not exceed the maximum length, width and weight specifications.
- d. Cars with wet paint will not be accepted.
- e. Cub Scouts **MUST** build or help build the car.

3. WHEELS AND AXLES

- a. Only the official Cub Scout Pinewood Derby kit wheels and axles can be used. Wheels and axles cannot be modified except as follows:
 1. Axles may not be polished.
 2. Wheels may be lightly sanded to remove the mold projection on the tread. This sanding is the only wheel modification allowed.

Wheels and Axles Con't.

3. Beveling, tapering, thin sanding, wavering, or lathe turning of the wheels is prohibited.
 4. Only the use of wheels that are stamped with the official "BSA" will be approved.
 5. Use of axles and wheels that do not come from the official Cub Scout Pinewood Derby kit are not allowed and are considered cheating. ***Compete and win fairly and honestly.***
- b. Wheel bearings, washers or bushings are prohibited.
 - c. The car shall not ride on any type of springs.
 - d. The car must be free-wheeling with no starting device or other propulsion.
 - e. The axles must be placed in the slots provided on the block of wood.

4. LUBRICATION

- a. Only dry powdered lubricants, such as graphite, may be used. Regular oils and silicone sprays may soften the plastic wheels, or they may drip and ruin the track.
- b. Cars may be lubricated before inspection. No further lubrication will be permitted.

5. GROUND RULES

- a. The race is open to those Cub Scouts and Webelos I Scouts that have won their qualifying rounds within their pack.
- b. Cars must have been made for this year, 2009, qualifying races. Cars made for previous year's derby are not permitted.
- c. The race will be double elimination.
- d. If a car jumps off the track, the heat will run again. If the same car jumps off the track a second time, it will automatically lose the heat.
- e. If a car leaves the lane and interferes with another car, the heat will run again. If the same car leaves its lane a second time and interferes with another car, the heat will be run again without the interfering car. The interfering car will automatically lose the heat.
- f. All four wheels must contact the track in order for the car to race.

6. INSPECTION AND DISPUTES

- a. Each car must pass inspection by the official inspection team before it may compete. The inspection team has the right to disqualify those cars that do not meet these rules. Car owners will be informed of the violations and given an opportunity to modify the car to meet these rules.

Inspection & Disputes Con'd.

- b. Any participant (including the parent of the participant) has the right of appeal to the race committee for an interpretation of these rules. The race committee, by majority vote, will be the final judge of these rules. In case of a tie vote, the decision of the race committee chairperson will be final.
- c. Ungentlemanly, unladylike, or unsportsmanlike conduct by any participant or member of the audience will be grounds for expulsion from the competition and/or race area.

7. JUDGES

Our judges are all Scouting volunteers. They will do all that is possible to judge fairly. Please show them the respect they deserve.

8. Starter

Our starter reserves the right to disqualify any car prior to being placed on the track.

DESCRIPTIONS OF OTHER CATEGORIES OF THE IROQUOIS DISTRICT PINEWOOD DERBY EVENT

ANTIQUÉ CAR SHOW

A display for anyone (Cub Scouts, Boy Scouts, Dads, Moms, Grandmoms, Granddads, etc.) of cars made in previous years. ***THIS IS NOT A COMPETITION.***

CONDUCT OF SCOUTS AND THEIR GUESTS pertains to all Scouts, parents, siblings, staff & guests

Please remember that we are guests in St. Thomas School Auditorium. We ask that the following basic courtesies be observed during the District Pinewood Derby event. Thank you in advance for your cooperation.

- 1) All Scouts are to be in uniform and show respect for property and people they encounter while at the school.
- 2) Running, pushing, playing in the building, and other kinds of horseplay will not be tolerated.
- 3) Siblings are the responsibility of the parent and should follow the same guidelines as the Scouts in uniform.
- 4) Scouts and siblings should not roam the school.
- 5) Remember, the code of Good Sportsmanship (first page of this booklet). Don't be a sore loser or a sore winner (*this rule also applies to parents!*). This event is meant to be fun even though it is a competition. All participants are winners.

In order to ensure that everyone has a safe and enjoyable time, Scouts or any of their guests that continue to break the above rules will be disqualified from the event and asked to leave the area.

QUESTIONS ???????? CALL:

Rob Thompson

Pinewood Derby Chairman

516-887-4513

Registration Instructions for Iroquois Pinewood Derby

RACE DATE: Sunday, March 29, 2009

TIME: 1:30 PM to 6:00 PM *check schedule for group's exact time.*

PLACE:

There is a \$8.00 (non-refundable) fee per Cub Scout for each entry. Every Cub Scout will receive a patch for entering the race.

Make checks payable to Theodore Roosevelt Council, BSA. All registration forms must be in by **March 23, 2008.** *Absolutely no registrations will be taken the day of the race.*

EACH PACK MUST SUPPLY AT LEAST ONE VOLUNTEER TO MEET BEFORE AND HELP DURING THE ENTIRE RACE. Please fill in their name on the next page.

Cub Scouts must attend the race in full uniform to compete.

On the registration form, list by Group: the name and age of each boy that intends to enter the District Pinewood Derby. You may enter 1st, 2nd, and 3rd place winners from each level.

Only 3 Scouts per level can enter the race.

Please explain to parents that the District Pinewood Derby is not a Pack event, it is a District event.

In order to avoid any misunderstandings on race day, please give a copy of the District Derby rules & specifications to all parents in your Pack. Have a meeting with the parents and review all rules and specifications for the District race. CARS THAT DO NOT MEET THE SPECIFICATIONS OF THE DISTRICT DERBY OR DO NOT FOLLOW THE RULES WILL BE DISQUALIFIED. We would not like to see any Cub Scout turned away because a rule was not followed. No exceptions to the rules will be made the day of the race.

Please remind everyone entering and attending the race that all judging is done by volunteers. We judge with the best interest of all the Cub Scouts in mind.

DISTRICT PINWOOD DERBY RACE SCHEDULE

GROUP	WEIGH IN	RACE TIME
Webelos I	1:30 PM to 2:00 PM	2:00 PM to 2:45 PM
Bears	2:15 PM to 2:45 PM	2:45 PM to 3:30 PM
Wolves	3:00 PM to 3:30 PM	3:30 PM to 4:15 PM
Tigers	3:45 PM to 4:15 PM	4:15 PM to 5:00 PM
GRAND PRIX	Immediately following last race	

Race times may vary depending on the amount of Cub Scouts per level that register. Races may begin and/or end 15 minutes before or after the posted schedule.

You must register during your group's time slot. No late entries will be accepted.

All cars will be inspected and weighed-in just prior to the race – you must weigh-in **DURING YOUR GROUP'S time slot. Once the car has passed our inspection it may not be handled again until all races the Cub Scout competes in are completed.**

Send all registrations and checks, *as soon as possible*, BEFORE MARCH 23th to:

**Theodore Roosevelt Council, BSA
544 Broadway
Massapequa, NY 11758**

**QUESTIONS ???????? CALL:
Rob Thompson
Pinewood Derby Chairman
516-887-4513**

IROQUOIS DISTRICT PINWOOD DERBY REGISTRATION FORM

Pack Number: _____ **Cubmaster's Name:** _____

Cubmaster's Phone #: _____

	Name (please print)	Level	Age	Category
1		TIGER		RACE
2		TIGER		RACE
3		TIGER		RACE
4		WOLF		RACE
5		WOLF		RACE
6		WOLF		RACE
7		BEAR		RACE
8		BEAR		RACE
9		BEAR		RACE
16		WEBELOS I		RACE
17		WEBELOS I		RACE
18		WEBELOS I		RACE

(Please write "none" under name if you do not have a Cub Scout entering a particular category.)

Pack Volunteer's Name: _____ **Telephone #:** _____

E-mail Address: _____

SIGNATURE: _____ **Date:** _____

Mail this completed form along with the check for total registration (Make payable to Theodore Roosevelt Council, BSA) to: Theodore Roosevelt Council, BSA ~ 544 Broadway ~ Massapequa ~ NY ~ 11758.

Account #: 1-6801-595-20