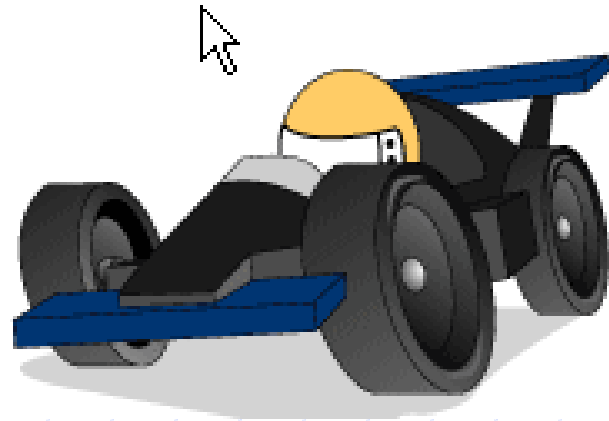


Pinewood Derby

Pack 889

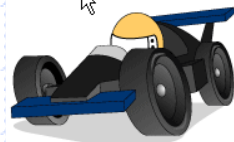
January 11th Practice

January 12th Race Day



Pinewood Derby Update

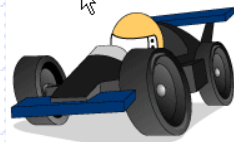
- ◆ Rules
- ◆ Tips
- ◆ Schedule



Pack 889 Rules

Car Specification

- Weight Not more than 5.0 ounces
- Length Not to exceed 7"
- Width Not to exceed 2 $\frac{3}{4}$ "
- Minimum Clearance $\frac{3}{8}$ "
- Cars must have been made for this race
- Axles, wheels & body must be from materials provided in kit. Pre-built kits not allowed!
- "Shaved" tires are not allowed.
- Graphite or silicone may be used to lubricate axles.
 - ◆ **NO GRAPHITE ALLOWED IN CHURCH!**
- Car Numbers assigned with kit, must be placed on the hood or top of car.



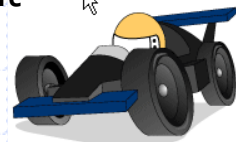
Pack 889 Rules

Car interference / pop-off / breakage

- 1st instance for a given car
 - 5 minutes to fix if car (if needed)
 - Rerun the heat
- 2nd instance for the same car
 - Car is removed – heat rerun 3rd time
 - Car with problem assigned maximum time for heat
 - Car allowed 5 minutes to fix (if needed)
 - After 5 minutes – racing continues with or without that car
 - Any heats that car misses – it is assigned maximum time
- Notes
 - Heat will be rerun for any car that has a problem – even if it does not interfere with another car. (e.g. car pops off – but does not touch another car)

Maximum Time

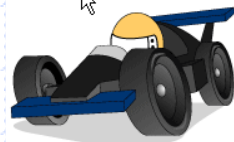
- 3.070 seconds will be assigned to any that cannot finish a heat
- Based on 2006 results (slowest car was 3.060 seconds)



Pack 889 Rules

Race Format / Schedule

- Software chooses best possible chart based on # lanes, # racers (title of schedule shows)
- Each car races in each lane same # of times (All schedules)
- Each car races each other car same # of times (Complementary & Perfect)
 - Each car races each other car same or 1 different # times (Partial Perfect)
- Each head-head competition is done 2 times swapping lanes (Complementary)
- Each rank will have 2 rounds of heats (so each scout in 8 races)



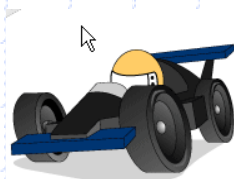
Pack 889 Rules

Determine winner

- Cumulative Total of All Heats
- Note – this can appear counter-intuitive to those watching
 - Humans see head-head winning – but do not count absolute seconds
 - A car could win 5 out of 8 heats, but not total # seconds due to the winning margins being different in each race

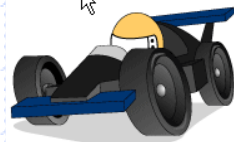
Finals

- 1st place of each rank – goes to pack finals
- Complementary Perfect N is typically used (4 racers, 4 lanes, 2 times allows this)



Derby Tips

- ◆ Do a search of the internet for “Pinewood Derby”
- ◆ Keep the car a full 7” long and 2 ³/₄” width (outside of wheels)
- ◆ Do not make front of car pointed
- ◆ Make sure car is 5 ounces – easy to add/remove weight for weigh-in
- ◆ Make sure the car rolls STRAIGHT.
- ◆ Glue axles in place
- ◆ Friction is the enemy – Lubricate with graphite
- ◆ Decals the more the better!
- ◆ High gloss finish!



Race Day Schedule

- ◆ Tiger & Siblings 8:00-9:00 AM
 - ◆ Wolf & Siblings 9:00-10:00 AM
 - ◆ Bear & Siblings 10:00-11:00 AM
 - ◆ Webelos & Siblings 11:00-12:00 PM
 - ◆ **PACK FINALS** & Siblings 12:00 PM
-
- ◆ Show up at least 15 minutes prior to scheduled race times for weigh ins
 - ◆ Sibling races will be held at completion of Scouts by rank and Pack Finals

