Pack 1500 2022 Pinewood Derby

CONDUCT OF THE RACES

- 1. <u>Race Officials.</u> Race Officials are responsible for the proper conduct of the races.
- 2. The Race Area. Only Race Officials may enter the race and track area.
- 3. <u>Car Handling</u>. Once a car is registered and passed inspection, it will be handled exclusively by the Pinewood Derby Race Officials. No Scout may touch any car until the races have completed, except in the event of an authorized adjustment or repair.
- 4. <u>Adjustments and Repairs.</u> If an adjustment or repair becomes necessary, the Scout may, to the best of his ability, perform repairs with the assistance of his adult partner and the Pit Crew. For example, if during the race, a wheel falls off or the car becomes otherwise damaged, then repairs would be allowed. Weights or cosmetic accessories that fall off prior or during a race are not considered damage to a car.
- 5. <u>Race Lubrication</u>. Graphite or dry lubrication may only be applied before registration, unless otherwise authorized by a Pinewood Derby Race Official. The Pit Area may have extra graphite for use by the Scouts prior to registration.
- Race Divisions. All eligible Scouts will compete in intra-rank racing competition. The dens at each rank level
 will be grouped into the following divisions. Siblings and Adults will compete in divisions separate from the
 Scouts.
 - a. Lions Division
 - b. Tigers Division
 - c. Wolves Division
 - d. Bears Division
 - e. Webelos Division
 - f. Arrow of Light Division
 - g. Siblings Division, pending # of entries
 - h. Adults Division, pending # of entries
- 7. The Race. Cars will race against the clock. Each car will race once down each of four lanes on the track, alongside other cars from the same division. The five cars with the lowest average time (i.e. fastest cars) in each division will be declared the winners (1st, 2nd, 3rd, 4th and 5th places). The division (Tigers thru Arrow of Light) winners will participate in the Pack Championship Finals. In the Pack Championship Finals, the three cars with the lowest average time will be declared the Pack Champions (1st, 2nd and 3rd places).
 - a. Pre-assigned "racing identification numbers" will determine the racing heats for each car, based on a racing chart which is optimized for the size of the racing field. All racing heats will be determined by the Grand Prix Race Management Software.
 - b. Racing times are computer controlled by the Grand Prix Race Management Software.
 - c. Race Method Perfect N Rotation
 - i. Each car races in each lane the same number of times.
 - ii. Each car races each opponent the same number of times.
 - d. Scoring is by total time whereby the lowest total time wins. The worst time (i.e. the slowest time) for each race car will be "thrown out" and not factored into the lowest total time calculation.
 - e. Note, that a car may win each of the racing heats in which it competes, but it may not be the winner of the division, unless it has the lowest total time among all cars in its division.
 - f. Races are started by race officials and cars are retrieved back to the starting area by race officials.

- g. If, during a race, a car does not reach the finish line on the track, a time of 6.000 seconds will be given to that car.
- 8. <u>Car Leaves its Lane.</u> If, during a race, a car leaves its lane but proceeds down the track in a manner that does not interfere with any other car, the race will be called normally. If the car leaves its lane and interferes with another car, the race will be re-staged and re-run. If the same car again leaves its lane and interferes with another car, that car will be judged last place, and the race will be re-staged and re-run without that car.
 - <u>Track Fault.</u> If a car leaves its lane, the Track Officials may, at their sole discretion, inspect the track. If a track fault is found to have probably caused the initial violation, the Track Officials may order the race to be re-run, after the track is repaired.
- 9. Awards. Racers shall be recognized as follows:
 - a. All Scouts who register a car shall receive a Pinewood Derby Patch. They will receive them upon picking up their car after racing is completed. Siblings and Adults may receive a patch, pending availability.
 - b. Lowest Total Time/Fastest Cars in each Division. The five (5) fastest cars in each Division will win trophies (1st, 2nd, 3rd, 4th and 5th places).
 - c. Lowest Total Time/Fastest Cars in the Pack Championship Finals (Scouts only). Twenty-five (25) cars, the finalists from each of the Rank (Tigers thru Arrow of Light) Divisional Races only, will compete in the Pack Championship Finals. The three fastest cars with the lowest total time from the championship finals race will win trophies (1st, 2nd and 3rd places).
 - d. Design (Scouts only). The winner in each of the following categories will receive a trophy. Cars may not win an award in more than one category.
 - i. Most Creative
 - ii. Most Patriotic
 - iii. Best Cub Scout Design
 - iv. Best Paint Job
 - v. Best Gas Mileage (based on total time from races)
 - vi. Cubmaster's Award

Tentative Race Schedule January 14, 2023

Event	Registration & Inspection	Race Times (Tentative)
Opening Ceremony	N/A	Sat, Jan 14, 9:00-9:10am
Lions Division	Fri, Jan 13, 6:30-8:30pm	Sat, Jan 14, 9:10-9:20am*
Tigers Division	Fri, Jan 13, 6:30-8:30pm	Sat, Jan 14, 9:20-9:30am*
Wolves Division	Fri, Jan 13, 6:30-8:30pm	Sat, Jan 14, 9:30-9:50am*
Bears Division	Fri, Jan 13, 6:30-8:30pm	Sat, Jan 14, 9:50-10:00am*
Webelos Division	Fri, Jan 13, 6:30-8:30pm	Sat, Jan 14, 10:00-10:15am*
Arrow of Light Division	Fri, Jan 13, 6:30-8:30pm	Sat, Jan 14, 10:15-10:50am*
Siblings Division, pending # of entries	Fri, Jan 13, 6:30-8:30pm	Sat, Jan 14, 10:50-11:00am*
Adults Division, pending # of entries	Fri, Jan 13, 6:30-8:30pm	Sat, Jan 14, 11:00-11:10am*
Pack Championship Finals	N/A	Sat, Jan 14, 11:10-11:55am
Awards Ceremony	N/A	Sat, Jan 14, 12:00pm

^{*}Each Divisional Race will begin immediately following the conclusion of the previous Divisional Race.