

# **PINEWOOD DERBY**

## **HOW TO MAKE IT WORK AND BE FUN**

### **1. *HANDING OUT THE KITS***

IF YOU HAND OUT THE KITS IN NOVEMBER HAVE EACH DEN REPRESENT A TYPE OF CAR AND ITS PARTS. IS YOUR DEN A SPORTS CAR, RACE CAR, MINI VAN, OR SUV? HOW MANY TYPES OF CARS CAN THE CUBS NAME? BE CREATIVE. IF YOU HAND THE KITS OUT IN DECEMBER, MAKE IT SPECIAL BY HAVING SANTA BRING THEM TO THE PACK MEETING OR HAVE ONE OF SANTA'S ELVES BRING THEM TO THE DEN MEETING.

### **2. *RULES***

NO ONE WANTS TO TELL A CUB SCOUT, AND PARENTS, HIS CAR DOESN'T QUALIFY. EXPLAIN THE RULES AGAIN AND AGAIN, ESPECIALLY TO TIGER CUBS AND NEW SCOUTS. PRINTED COPIES OF THE RULES SHOULD BE GIVEN TO EACH PARTICIPANT. IF YOUR PACK HAS HAD PAST PROBLEMS WITH NON-QUALIFYING CARS HAVE LEADERS HAND OUT THE RULES AT A DEN MEETING AND MAKE A CHECK LIST TO ENSURE THAT EACH PARENT HAS RECEIVED THE RULES.

### **3. *BUILDING THE CAR***

FIRST TIME BUILDERS AND NON-TOOL OWNING PARENTS CAN BECOME OVERWHELMED WITH THIS PROJECT. EASE THEIR TENSION BY HAVING A DEN OR PACK WORKSHOP. SIMPLE IDEAS FOR CARS CAN BE FOUND ON NUMEROUS WEBSITES, CARS DON'T HAVE TO BE ENGINEERING MARVELS NOR DO THEY HAVE TO BE PAINTED. SUGGEST UTILIZING MARKING PENS, STICKERS, OR JUST LEAVE IT NATURAL. THE IDEA IS TO HAVE THE SCOUT DO AS MUCH AS POSSIBLE.

#### **4. PARENT CONTROL**

THIS IS A CUB SCOUT PROJECT. INEVITABLY YOU WILL ENCOUNTER THE PARENT WHO LOSES SELF CONTROL:

A. BY BULIDING THE CAR FOR THE SCOUT

B. BY FEELING VICTIMIZED WHEN THE SCOUTS CAR DOESN'T MEET THE RULES

C. UNSPORTSMANLIKE CONDUCT AT WEIGH-IN OR RACE.

A GOOD WAY TO ELIMINATE THE FIRST PROBLEM IS BY HAVING SIBLING AND ADULT RACES AFTER THE SCOUT RACES. PARENTS AND/OR SIBLINGS CAN BUY EXTRA KITS AND SHOW OFF THEIR HANDYWORK AND ENJOY THE PINWOOD DERBY EXPERIENCE.

ALL CARS SHOULD BE ABLE TO PASS INSPECTION IF THE SCOUTS FOLLOW THE RULES. IF THE CAR DOESN'T PASS AND THE PARENT BECOMES UNRULY ASK HIM/HER TO STEP ASIDE AND CALMLY EXPLAIN THE REASON. THE WEIGH-IN SESSION SHOULD HAVE A PIT REPAIR TABLE EQUIPTED TO HANDLE ALMOST ANY PROBLEM.

UNSPORTSMANLIKE CONDUCT BY AN ADULT IS EASY TO ELIMINATE. HAVE EACH PARENT SIGN A DOCUMENT STATING THAT THEY WILL BEHAVE AS WE WOULD EXPECT THE CUB SCOUTS TO OR THEY WILL BE ASKED TO LEAVE THE EVENT AREA.

#### **5. WEIGH-IN**

A. STAGGER THE DEN ARRIVAL TIMES

B. HAVE A PIT REPAIR TABLE EQUIPTED WITH A GLUE GUN, A DRILL AND BITS, SCREWDRIVERS, WEIGHTS, A HAMMER, AN EXACTO KNIFE, EXTRA WHEELS AND AXLES. HAVING AN EXTRA SCALE IS A GOOD IDEA BUT REMIND PARENTS THAT THE SCALE AT THE WEIGH-IN TABLE IS THE "OFFICAL" ONE.

C. HAVE PACK ROSTER READY TO ASSIGN CAR NUMBERS

D. HAVE NUMBERS PREMADE TO ATTACH TO BACK OF EACH CAR.

**6. *SET-UP***

IF POSSIBLE SET UP THE TRACK AND THE TIMING EQUIPMENT THE NIGHT BEFORE THE RACE. RACE A COUPLE OF CARS TO TEST THE TRACK, COMPUTER, AND TIMING EQUIPMENT. REMIND RACE OFFICIALS OF THEIR DUTIES.

**7. *REQUIRED RACE OFFICIALS***

- A. CAR PICK UP TABLE
- B. STARTING GATE
- C. FINISH LINE
- D. CAR HANDLERS (IF NOT SCOUTS)
- E. COMPUTER OPERATOR
- F. MANUAL SCORE RECORDER
- G. ANNOUNCER/MC
- H. CROWD CONTROLLER
- I. CONCESSION STAND SUPERVISOR

**8. *RACE DOWN TIME***

TO KEEP THE SCOUTS FOCUSED AND HAVING FUN AT THE DERBY WHILE NOT RACING, HAVE DEN'S SING DERBY SONGS THEY MADE UP. SEE WHICH DEN CAN CHEER THE LOUDEST AND/OR SOFTEST. WORD SEARCHES AND COLORING ACTIVITIES CAN BE HELPFUL FOR RESTLESS SIBLINGS.

**9. *CERTIFICATES, TROPHIES, AND PATCHES***

GIVE EACH BOY A PATCH, PIN, OR PARTICIPANT CERTIFICATE TO ENSURE ALL SCOUTS FEEL LIKE A WINNER. WEBELOS CAN FULFILL A CRAFTSMAN REQUIREMENT BY MAKING A DISPLAY STAND FOR THE CAR. TAKE A PICTURE OF EACH SCOUT WITH HIS CAR AT WEIGH-IN TO PUT IN A PICTURE FRAME.

**REMEMBER TO HAVE FUN**