

Pack



505



Pinewood Derby Fact Sheet



There are two types of cars: speed cars and demolition cars. A Scout may build as many cars as he would like.

Speed Cars

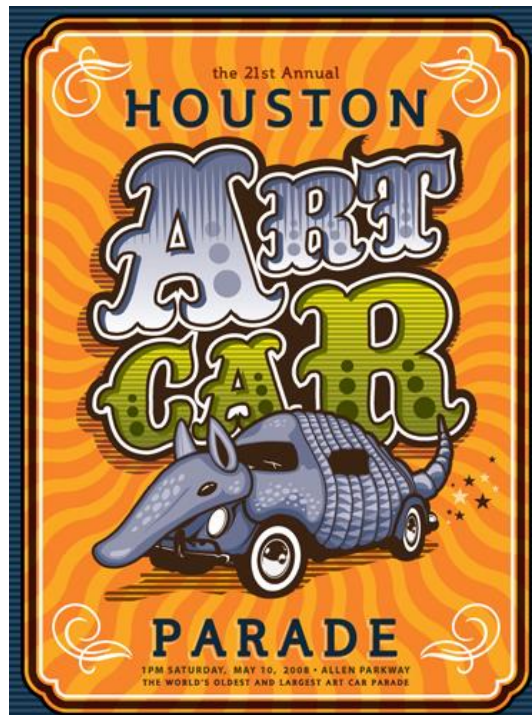
- Speed Cars – Speed cars are run on our metal tracks and electronically timed. Each car runs three times (once on each lane of a track) and the winner is determined by averaging the three times. There is a different winner for each race category.
 - Speed car race categories include:
 - **Standard** Speed Car – We have five standard speed car racing brackets (Lions, Tigers, Wolves, Bears and Webelos). There is a winner in each bracket and a race-off for Pack Grand Champion. Standard speed cars are built by the scout with help from his parents and/or leaders. Standard speed car brackets include:
 - Lions
 - Tigers
 - Wolves
 - Bears
 - Webelos
 - **Scout-Built** Speed Car – This is a special category of speed car. Your scout is responsible for the entire car. The only adult assistance permitted is with the use of power tools (band saw, drill press, lead smelter). The overall design, sanding, painting, wheel placement, and weight placement must be performed by the scout. All scout-built cars will compete in the same bracket and will not be divided by scout rank, as they are in the Standard Speed Car Category.
 - **Sibling / Family** Speed Cars – We also encourage non-scout siblings to participate. All sibling/family cars will compete in the same bracket and will not be divided by scout rank, as they are in the Standard Speed Car Category.
 - **Adult** Speed Cars – This category allows the “Derby Dads and Moms” to obsess about their own cars instead of their scouts’. All adult cars will compete in the same bracket.



- **Demolition Cars:** The demolition derby uses a U-Shaped track where two cars crash in the middle. We run the demolition race with five Scout brackets, based on rank. The Demolition Derby is double-elimination, with winners for each bracket, as well as an overall Pack winner....if the car survives that long!
- Each race will involve two cars crashing into each other near the middle of the Demo Derby track. This is a low-tech operation. There is no computer-controlled release. Cars are held by non-competing scouts or adults at either end of the track and are manually released upon a countdown of the Race Judge. Adult Launch Supervisors at either end of the track audit race mechanics and oversee launches. The Judge positions near the center of the track.
- The winner of each race will be determined as the still-competition legal car remaining on the track and closest to the center, as marked on the track surface. The judge shall announce the winner of each race. If any confusion arises, the judge should conference with the two Launch Supervisor, and their joint decision will be final. Adults or scouts wishing to protest decisions should raise the concern in real-time with Judge or Launch Supervisor. Best efforts will be made to ensure reasonable fairness.
- A car will be disqualified if it:
 - Loses two or more wheels
 - It is otherwise not functional due to damage
- Common demolition scenarios and outcomes:
 - Cars come to rest partially lifted off but not completely off the track
 - If both cars have the same number of wheels touching the race surface, the one closest to the center wins.
 - The car with the most wheels touching the surface of the track wins the race, even if the car closer to the center has less wheels on the racetrack surface.
 - Both cars crash off the track
 - The cars will be re-run
 - Both cars flip over and both remain on the track
 - The cars will be re-run
 - One car flips over and remains on the track and the other car crashes off the track
 - The car that has flipped over wins, because it is still on the track
 - One car flips over and remains on the track and the other car remains upright the track but farther from the center than the flipped car

- The upright car wins.
- Any situations not expressly addressed by the rules above can be immediately resolved by sole decision of the Demolition Race judge who may or may not confer with Launch Supervisors.

Adults/Leaders may help the scout with the construction of the Demolition car; there is no scout-built category for demolition, although we heartily encourage as much independence with design and construction as safely possible.



- **Art Cars** – In homage to the Houston institution and annual parade, we have created an *Art Car* category. There is no racing for art cars- these are show ponies, not race horses! There will be several types of awards given for a car’s look and design. Art Cars must begin with a standard pinewood derby car kit but can be built to any weight or size. In the past we’ve seen a WIDE array of interesting cars – check the Pack picture file or talk to experienced leaders for ideas. The more creative, the better.
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Timeline and Frequently-Asked Questions

- Car Construction
 - Construction runs through **1/24/20**. Families may work on their cars at home, with their dens, and at the two Pinewood Derby workshops held by the Pack.
 - The Pack provides up to three car kits per scout (speed, demolition, and art).
 - **Workshops are scheduled for Saturday 1/11/2020 and 1/18/2020 from 1:00 to 4:00 pm at the Envibe warehouse at 1120 W. 20th Street.** There are power tools (ban saws, drill presses, sanders, and lead weight smelters) at the warehouse and available for use. Parents, please attend

the workshop with your scout. Leaders and adult volunteers familiar with the tools will also be there and available to provide assistance and guidance.

- On-Line Registration – The Pack utilizes on-line registration. Every car that runs in the derby **MUST BE REGISTERED** on-line prior to **1/22/20**. Detailed information will be provided with the registration announcement.
- Check-in – 1/24/20 – 6:00- 8:00 pm at the Roberts Elementary Cafeteria
 - Scouts / Parents will bring in their cars for check-in the night before the race.
 - Each car is inspected prior to check-in to ensure it follows the rules (weight and dimensions). Cars will **NOT** be allowed to run in any of the official races if they fail the inspection. There are basically two types of items checked in the inspection:
 - Issues that prevent the cars from running correctly on the track
 - Issues that unfairly give the cars an advantage.
 - There will be a “fix-it” station at check-in, so you can make minor adjustments if your car fails to meet inspection.
 - Cars are checked off against the registration list and are then put into the Car Paddock for the night. From that point on the Scouts don’t handle their own cars – they will be run by leaders and Webelos on race day.
- Race Day! – 1/25/20 – at the Roberts Elementary Cafeteria
 - We simultaneously run races on both speed tracks and the demolition track. With 102 registered scouts, there is the potential for **at least 204 cars**, plus any scout-built, family/sibling, and adult/leader cars that will be raced!! This equates to at least 306 separate speed races! This is a huge event that is seemingly chaotic, but have no fear as it is highly-controlled chaos. We have done this for a number of years and have it down to as much of a science as possible. Bracket results are reported throughout the day.
 - Cars are raced by the adult leaders and the Webelos. Scouts do not get to handle their cars until after the race. A Scout does not have to be present for their car to run (in case there are conflicts with sports or family events).
 - **UNFORTUNATELY, WE CANNOT PROVIDE AN EXACT TIMELINE FOR EACH BRACKET OR RACE –**

Summary of Important Dates

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| <ul style="list-style-type: none">● 1/12/2020: Car Workshop Date #1● 1/18/2020: Car Workshop Date #2● 1/22/2020: Deadline for online car registration● 1/24/2020: Onsite check-in and inspection at Roberts Elementary School● 1/25/2020: Race Day! |
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- Awards– We present awards throughout the event. We will award category / bracket trophies as each one is decided. The grand champion Speed and Demolition races will be the last events of the Derby.

Trophies include:

- Speed Races
 - Standard Speed Car, Lion rank- Gold, Silver, and Bronze
 - Standard Speed Car, Tiger rank- Gold, Silver, and Bronze
 - Standard Speed Car, Wolf rank- Gold, Silver, and Bronze
 - Standard Speed Car, Bear rank- Gold, Silver, and Bronze
 - Standard Speed Car, Webelo rank- Gold, Silver, and Bronze
 - Standard Speed Car, Family- Gold, Silver, and Bronze
 - Standard Speed Car, Pack Grand Champion
 - Scout-built Speed Car, Gold, Silver, and Bronze
 - Standard Speed Car. Adult- Gold, Silver, and Bronze
- Demolition Races
 - Lion Gold, Silver, and Bronze
 - Tiger Gold, Silver, and Bronze
 - Wolf Gold, Silver, and Bronze
 - Bear Gold, Silver, and Bronze
 - Webelo Gold, Silver, and Bronze
 - Pack Grand Champion Gold, Silver, and Bronze
- Art Car Winner
 - Open Rank Gold, Silver, and Bronze