



Pack 200

2012 Brian Murnen Pinewood Derby

The Pack 200 2012 Brian Murnen Pinewood Derby will be held on Saturday, January 21, 2012 at First United Methodist Church. Pinewood Derby is an activity that can teach the scout many things: How to plan a project, how to work with woodworking tools, how to “*Do Your Best*” and good sportsmanship. The Derby is for the Scouts and they should be the ones in charge of planning and making the cars. It is a good time for the Scout to spend some quality time with an adult and work on their car together.

2012 Pinewood Derby Key Dates

Saturday, January 14 , 2012 (TIME TBD)

First United Methodist Church, Room 200

Practice Runs, run your car on the track and get a weight check.

Saturday, January 21, 2012 (8:30 am Start – See Details on next page)

First United Methodist Church Fellowship Hall

2012 Pack 200 Pinewood Derby

March 2012 (TBD – Specific info will be sent to boys who qualify)

Cary Towne Center Mall

Crosswinds District 2011 Pinewood Derby

1st , 2nd and 3rd Place Speed and 1st place only for Beauty and Unique Winners from Tigers, Wolves, Bears, and Webelos

20 total cars from the Pack will compete at District.



2011 Pack 200 Brian Murnen Pinewood Derby *Official Rules*

The competition will be divided into three groups: Tigers, Cubs (Wolf / Bear), and Webelos Scouts. Awards will be given for following ranks: Tiger, Wolf, Bear and Webelos I/II in three categories, three places for each of: Most Unique (District uses the Originality for this category), Most Beautiful (District uses Craftsmanship for this category), and Speed. Judging for the Most Unique and Most Beautiful categories will be before the Speed competition. Additional Awards may be given by the Derby Officials. Medals will be presented at the January Pack Meeting.

Race Day Schedule

Set up begins at 7:00am. Pack will need a minimum of 5 volunteers for set up

Official weigh-in begins at 8:30 am

Staggered registration by rank groups as follows

Scout Level	Registration Start	Registration Stop	Race Start
Cubs (Wolf & Bear)	8:30 AM	9:15 AM	9:30 AM
Tigers	10:45 AM	11:30	11:45 PM
Webelos I & II	1:00 PM	1:45 PM	2:00 PM

Break down will begin immediately after the Webelos awards. Pack will need a minimum of 5 volunteers for breakdown

Race times are “best estimate”. We have a large number of Scouts and we will try to start each race as listed, but please remain flexible. Registration times are subject to slip. The closing of registration will be announced. Registration will close 15 minutes prior to each group’s race to allow for computer data input of the racer’s information. Scouts must be in their Class A uniform to register the car.

NO late check-ins or late arrivals will be allowed to race after the start of each rank’s event. If you are in the registration line by the listed or announced stop time you will be allowed to register. Please try to be on time. No exceptions will be made for late arrivals.

Judging ideas for the Most Unique and Most Beautiful categories:

Beautiful (District uses the term **Craftsmanship** for category)

- Quality of Paint Job
- Quality of Paint Finish
- Quality of Carving
- Etc.

Unique (District uses the term **Originality** for this category)

- Highly Unusual
- Radically Distinctive
- Etc.



The Pack will follow the Crosswinds District Rules for our Pinewood Derby. There will be a couple of minor changes for Pack 200's derby. However, the original rules have been strikethrough and the changes are italics and bold.

CROSSWINDS DISTRICT OFFICIAL CAR RULES:

All cars, ***regardless of division or category***, must comply with the following racing specifications which are excerpted from the Official Grand Prix Pinewood Derby Kit Instructions:

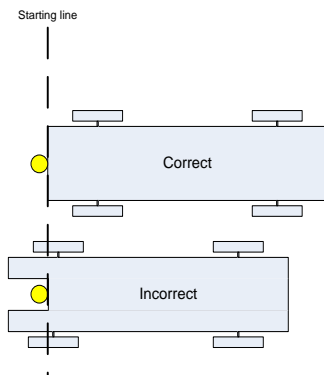
- The car must be newly constructed. It shall not have been built (whether or not it was run) in a previous year.
- The car must be built using the materials in the official Pinewood Derby Racing Car Kit, including the body block and nail axles. Wheels from the kit may be substituted with Official BSA approved colored plastic wheels purchased from the Scout Shop. No other wheels may be used. No other wheels may be used. Materials from the kit may be supplemented but not replaced.

1. Length, Width, and Clearance

- Overall width including wheels, axles, and attachments shall not exceed 2 3/4".
- The width between wheels must be 1 3/4" so the car will clear the center guide strip on the track.
- Overall height including any attachments shall not exceed 4 3/4".
- Bottom clearance between the car and the track must be at least 3/8" so the car will clear the center guide strip on the track.
- Overall length including any attachments shall not exceed 7.0".
- The wheelbase (distance between the front and rear axles) must remain at a distance of 4 1/4 inches (some kits may be off between 1/8 inch to 1/4 inch).

2. Car Body, Weight, and Appearance

- The maximum weight shall not exceed 5.0 ounces. The reading of the official scale will be final.
- No liquids or loose materials of any kind are permitted in or on the car.
- No taping weight down to car.
- The car may be hollowed out and built up to a maximum weight by the addition of solid materials only, provided any additional materials are securely built into the body or firmly affixed to it.
- Details such as steering wheel, driver, decals, painting, or interior detail are permissible as long as these details do not exceed the maximum length, width, and height specifications and/or modify the mechanical functions of the body, wheels, and axles.
- The car shall not have any parts that are live animals, reptiles, etc.
- Car shall not extend past the starting gate.

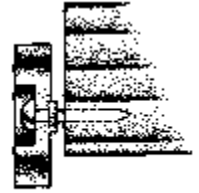


Note: The starting gate is a dowel coming up from the track that is lowered evenly among the four lanes at the same time. Any attempt to build a car that extends beyond the starting gate dowel will be disallowed.

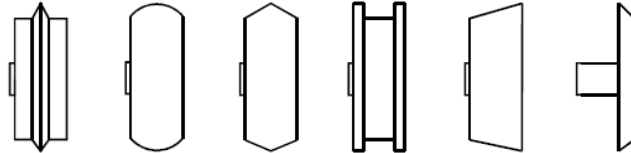
3. Wheels & Axles



- a. **ONLY BSA approved wheels and axles**, as provided in the Official Pinewood Derby Kit (or the Official BSA approved colored wheels purchased from the Scout Shop) shall be used
- b. The wheels may not be tapered or rounded. The wheels may be slightly sanded to remove any molding marks or surface imperfections but may not be modified in any other way. The treads must be left flat. Beveling, tapering, narrowing, thinning, thin sanding or wafering of the wheels is prohibited. See below for examples.
- c. Washers and bushings are prohibited.
- d. The car must have four operational wheels.
- e. The distance between front and rear axles cannot be altered.
- f. Axles must be all in the same plane (all four wheels touching the track)
- g. Axles must be fully visible for inspection. If the axle channel is covered, the covering must be removable at time of registration for inspection of the axles. Please do not permanently attach any device that covers the axle channel on the bottom of the car.
- h. The car shall not ride on any type of springs.
- i. The car must be freewheeling, with no starting devices or other types of propulsion.
- j. Axles can be smoothed to remove surface imperfections, but not altered in any way except polishing. The head of the axle (nail) shall not be altered.



Acceptable wheels



These are examples of unacceptable wheels.

4. Lubrication

- a. Only graphite or powdered Teflon "white lube" will be allowed for lubricating the wheels. You MAY NOT use any other lubricant, especially oil and silicone sprays. (Liquids and sprays mix with the paint of the car or the plastic wheels and make them tacky which will slow your car considerably.)
- b. There will be NO lubrication after your car has completed Final Inspection and Registration.

5. Inspection and Registration

- a. Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors have the right to disqualify those cars which do not meet these specifications.
- b. Once the car has been inspected, weighed and registered, it will go to a holding area and can only be handled by the Cub Scout owner for racing, by the Pit Crew for repairing, or by the judges for evaluation of design.
- c. Once registered, there will be NO additional lubricant applied to the wheels. All lubricant should be applied outside of the building and PRIOR TO weigh-in (excessive graphite application has made a terrible mess of both the track and the mall in the past years).
- d. No test runs before the event.

6. Ground Rules and Competition



SPEED

- a. The car cannot be altered in any way after the race starts, with the exception of repairs. NO GRAPHITE may be applied to the car during the race or while in the building.
- b. The speed race will be run on a ~~six-lane track~~ with timer. Each Cub Scout will run ~~six races~~, once on each lane. The winner will be the car that has the lowest total elapsed time in the races. ** **The pack has a 4 lane track, The Scouts will run 4 races once on each lane**



- c. Only Pinewood Derby officials and Scouts participating in the current race may enter the track area.
- d. Each heat will be announced. Drivers will retrieve their cars from the “garage,” report to the starting line and place their cars on the designated track. The starter will start the race.
- e. The car whose nose is over the finish line first is the winner for that race as detected by the electronic finish device.
- f. The judge at the finish line will determine the winner if the electronic finish device fails.
- g. The drivers will then report to the finish line to retrieve their cars for the next race, and return their cars to the “garage” after the last race of the heat. The drivers return to their places outside the track area after the heat.
- h. If a car jumps the track or interferes with another car, the heat will not be counted and will be re-run. If a car jumps the track twice in the same heat, that car will be disqualified from the race.
- i. In the event of a breakdown on the track (a wheel falls off), a repair time of two (2) minutes will be allowed. Only the Cub Scout owner and the Pit Crew will make repairs. One time only is allowed for repairs to a car.
- j. The Pinewood Derby Committee will handle any questions of the rules or problems that may arise during the event.
- k. The decisions of the Inspection Crew, the Derby Officials, and the Judges are final. These rules will be strictly enforced.

DESIGN

Craftsmanship (Beauty)

- a. Cars will be judged for Craftsmanship by independent judges that have been chosen by the Pinewood Derby Committee. These judges have been instructed by the Committee and are believed to be non-biased in their judging.
- b. Craftsmanship (Beauty) will be based on the following:
 - -Neatness: is the overall appearance pleasing and well-executed
 - -Detail: how well was the idea carried out
 - -Colors: do the colors blend well with the overall design
 - -Scout Ability: is it evident that the Cub did the majority of the work
- c. Votes will be cast on ballot sheets and tallied by members of the Pinewood Derby Committee.

Originality (Unique)

- a. Cars will be judged for Originality (Unique) by independent judges that have been chosen by the Pinewood Derby Committee. These judges have been instructed by the Committee and are believed to be non-biased in their judging.
- b. Originality(Unique) will be based on the following:
 - -Unique Design: something other than a “usual” racecar design
 - -Clever use of materials
 - -Unique Colors: different color scheme that impacts the design
 - -Detail: how well was the idea carried out
 - -Scout Ability: is it evident that the Cub did the majority of the work
- c. Votes will be cast on ballot sheets and tallied by members of the Pinewood Derby Committee.

7. Awards and Recognition



- a. The most important values in Pinewood Derby competition are parent/scout participation, good sportsmanship and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards.
- b. ~~First, Second and Third place trophies will be awarded in each category of Speed, Craftsmanship (Beauty) and Originality (Unique). Trophy winners must be present to win.~~
The Pack will present 1st, 2nd and 3rd place medals for all 3 categories at the January Pack Meeting.



Coaching Hints for Parents

- Help your Scout understand the rules and specifications found in the kit and those developed by the District Pinewood Derby Committee.
- Spending time with your scout and helping him “do his best” will be remembered by both of you long after the race is finished.
- Remember the focus of this event is not to win at any cost but for each Cub Scout to “DO HIS BEST” and HAVE FUN!!



NEW BREAK DOWN FOR RACING GROUPS DISTRICT ARE;

1. TIGER CUBS WILL RACE AS A SINGLE GROUP
2. ~~WOLVES WILL RACE AS A SINGLE GROUP~~
3. ~~BEARS WILL RACE AS A SINGLE GROUP~~

Wolves and Bears will race as a single group in the AM session

4. WEBELOS I AND II WILL RACE AS A SINGLE GROUP

NEW BREAK DOWN FOR DESIGN JUDGING - TWO DIFFERENT CLASSES - ONE EACH FOR CRAFTSMANSHIP(Beauty) AND ORIGINALITY(Unique) !

1. TIGER CUBS WILL BE JUDGED AS A SINGLE GROUP
2. WOLVES WILL BE JUDGED AS A SINGLE GROUP
3. BEARS WILL BE JUDGED AS A SINGLE GROUP
4. WEBELOS I AND II WILL BE JUDGED AS A SINGLE GROUP

CONTESTANTS TO BE SENT TO THE DISTRICT PINEWOOD DERBY

EACH PACK WILL SEND THEIR 1ST, 2nd and 3^d PLACE WINNERS FOR SPEED AND THEIR 1st PLACE WINNERS FOR DESIGN(Beauty) AND ORIGINALITY(Unique) AT THE PACK'S OWN PINEWOOD DERBY EVENT!

FIRST PLACE WINNER (FASTEST CAR) IN EACH LEVEL (TIGERS - WOLVES - BEARS - WEBELOS I & II)

FIRST PLACE WINNER (FOR CRAFTSMANSHIP) AND FIRST PLACE WINNER (FOR ORIGINALITY) IN EACH LEVEL (TIGERS - WOLVES - BEARS - WEBELOS I & II)

THAT WOULD BE A TOTAL OF TWENTY (20) DIFFERENT YOUTH FROM EACH OF OUR CROSSWINDS DISTRICT PACKS.