



South Florida Council – Everglades District

2021 Pinewood Derby
March 13, 2021

Hosted by Pack 7 of Coral Gables

WELCOME TO Everglade DISTRICT'S 2021 Pinewood Derby

The Pinewood Derby, one of Cub Scouting's most popular and successful family activities, is hosted this year by Pack 7 and will be held at the Troop 7 Scout House in Coral Gables on March 13th, 2021.

Pinewood Derby cars (small wooden models that Cub Scouts make with help from their families) are powered by gravity and run down a track. Every Cub Scout has the opportunity to design and build their own "grand prix" car to enter in the race. Win or lose, participating Cub Scouts should take pride in having done their best, as well as learning craft skills, rules of fair play, and good sportsmanship – all things they will remember for life.



DATES, REGISTRATION & IMPORTANT INFORMATION

- Date:** Saturday, March 13, 2021. Doors open at 8:00am. 1st race starts at 9:00am, sharp.
- Location:** Troop 7 Scout House, 1107 S. Greenway Dr. Coral Gables, 33134
- Cost:** \$12 per racer – Early registration (available through February 28th)
\$20 per racer – Regular registration (available March 1 - March 7)
Refunds not available. Substitute racer from same pack is allowed.
- Registration:** All participants (including any siblings/adults racing) must preregister online using link. There is no on-site registration. Racers must register through www.sfcbssa.org
- Deadline:** **Registration link closes on Sunday, March 7th at 11:50pm.**
- Cut Dates:** Feb 27th and March 6th 10AM-2 PM at the Scout House
- Car Turn In:** Friday, March 12th 6:30-8:30 or the hour preceding your den's race. Cars without in-person racers must turn in their cars on Friday.
- Awards:** Medals awarded to 1st, 2nd & 3rd place winners of each divisional race.
Trophies awarded to 1st, 2nd & 3rd place winners of the Overall District Champion race.
Additional awards for Craftsmanship and Originality.
- Audience:** All must adhere to Covid-19 requirements, including facemasks, social distancing, and temperature taking. Hand sanitizer will be provided. Families & siblings are welcome to attend; but children must be supervised by an adult. Childcare is not provided.
- Event Contacts:** Event Chief – Emily Khan (eclark@miami.edu)
Event Chief – Ruben Byerlee (rbyerlee@me.com)
Activity Chair – Michelle Jacobs (mjacobs9@comcast.net)
Staff Advisor – Peggy Durbin (peggy.durbin@scouting.org)

COME HUNGRY! LIGHT BREAKFAST, LUNCH AND SNACK ITEMS FOR SALE THROUGHOUT THE DAY.



WHAT IS NEEDED

- 1) Registered scouts must be in their Class A uniform.
- 2) A great attitude!
- 3) A new pinewood derby car to race. The car must follow the race car specifications listed below and must be turned prior to race for inspection.
- 4) Current BSA Health and Medical forms (Sections A & B only) kept for the registered scouts by their pack.
- 5) Optional items include chairs, toolbox, and/or camera.

RACE TIMES

Doors open at 8:30am

<u>Division</u>	<u>Check-in Time</u>	<u>Race Time</u>
Lions	08:30 am	09:00 am
Tigers	08:30 am	09:30 am
Wolves	09:30 am	10:30 am
Bears	10:30 am	11:30 pm
Webelos	11:30 pm	12:30 pm
AOL	12:30 pm	01:30 pm
Siblings/Adults/Open**	01:30 pm	02:30 pm
Overall*	03:00 pm	03:30 pm

*The 1st place winners of each divisional race (except for Open Division) will compete against each other to determine the overall Everglade District, 2021 Pinewood Derby Grand Champion.

GENERAL INFORMATION

- 1) Races are held on one 3-lane track.
- 2) Each car runs 3 heats/races. The fastest time will be recorded.
- 3) Each car must pass inspection by the official inspection committee before it may compete. The inspection takes place at the weigh-in time.
 - o Car owners will be informed of violations and given an opportunity to modify the car to meet these rules. If the car cannot be modified in time to race, it will not be allowed to race.
 - o It is the participant’s responsibility to make sure the car is inspected/turned in, or the car cannot race.
 - o Once the inspection is complete, each car will be sequestered to make sure the cars are not altered/changed after the inspection. Important: Make sure you tune your car before turning in.
- 4) Unscoutlike or unsportsmanlike conduct by any participant (including audience members) will be grounds for expulsion from the competition and/or race area. This includes health safety measures (i.e., not keeping masks on during the event, or not adhering to social distancing requirements)



RACE CAR SPECIFICATIONS & ENTRY RULES

- 1) Each car must pass inspection by the official inspection committee before it may compete.
- 2) Each racing car must be new - never raced in previous derby races.
- 3) Material and dimensions:
 - **Main body** Structure must be made of wood
 - **Width:** Not to exceed 2 ¾" inches
 - **Length:** Not to exceed 7" inches
 - **Weight:** Not to exceed 5.0 ounces
 - **Height:** Not to exceed 4" inches
- 4) The car's official weight is determined by the official race scale, used during inspection. Inspection date is Friday, March 12th from 6:30-8:30 and in the hour prior to your race time. Cars with virtual racers must turn in cars on Friday.
- 5) Design and details such as steering wheel, driver, spoiler, decals, painting, interior, and exterior detail are permissible as long as the car meets the length, width, height, clearance, and weight specifications.
- 6) Cars with wet paint or wet glue will not be accepted.
- 7) Only dry powder lubricant / graphite is permitted.
- 8) Car Wheels & Axles
 - The car must use official BSA Cub Scout wheels & axels (see example picture). They come inside your kit; but you can also buy them at the scout store or online, in different colors.
 - Wheels may be polished; but you **cannot** lighten the wheels. (For example, no material can be removed from inside the wheel.)
 - All four wheels must touch the ground.
 - Electro-graphite coated axles are **not allowed**.
 - Lathing, Angling, Canting, Reshaping, Round Crowning, Tapering, H-ing, V-ing, or dishing the tread surface are **not allowed**.
- 9) Prohibited Items include
 - Springs,
 - Starting devices, propellants, or other propulsion,
 - Liquids, wet paint, oil, sticky substance, or powders of any kind (other than axle lubrication),
 - Wheel bearings, washers, and bushings,
 - Hubcaps covering the nail head, and/or
 - Loose/moving objects (Must be removed before the race)



THANK YOU!

