



HONG KONG BSA CUB SCOUTS PACK 1 Pinewood Derby 2016

Date: April 17, 2016 (Sunday)

Venue: UP GYM

Stage	BEAR RANK 	REBELS	WEBELOS RANK 
Weigh In	12:00pm	12:30pm	1:00pm
Racing	12:30-1:30pm	1:30-1:45pm	1:45-2:30pm
Awards	2:30pm		

Pizzas, lemonade and snacks sales 11:45 am

This is an official scouting event, boys should wear their uniforms for the day of the race.

Name your car

Every car should have a unique **name** (for instance "Red Racer") and we can announce it when we have each race heat, so please sign up on SIGN UP GENIUS WITH YOUR CAR NAME, SCOUT NAME AND DEN #. Then, every car is also assigned with a registration no., your den leaders will let you know. Please include the registration no. as part of your car design. You can use the number sticker provided in the kit set, or you can print it on your car.

Check-in procedure

(a) Check In Station

Once arrive to the UP gym, cars must be submitted for weigh in by the time indicated in the above. The specifications listed in no. 1-8 below will be verified before acceptance for the races. In case adjustments have to be made, you can proceed to the triage station for the quick fix. A "PASSED INSPECTION" slip will be issued when the cars are ready to be registered with the registration counter.

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|------------------|----------------------|--------------------|---------------------|
| 1. Weight | 2. Dimensions | 3. Track Clearance | 4. Wheels and Axels |
| 5. Number on car | 6. Lubricant Applied | 7. Any loose parts | 8. Final inspection |

For details of the car design rules, please refer to the flyer "Hong Kong BSA CUB SCOUTS PACK 1, Official Pinewood Derby Rules – Car Design".

(b) Triage Station

Extra graphite will be available at the triage station on the day of the race. If you are going to use this graphite, do not put anything else in the wheel well / axle (nail) beforehand or it may interact and clog your wheel. Hot glue guns and some extra weights (a limited quantity) are also available, but bring your own extra weight (or coins) etc. in case there is a weight adjustment.

(c) Registration Counter

Car must be verified in the Check In station before acceptance for registration. Each car will be given a pre-printed sticker with the registration number, prefixed with the letter "B for Bears", "W for Webelos" and "R for Rebels". The sticker (~1.5in x 0.75in) will be placed at the bottom of the car

B03	Race 1	Race 2	Race 3
	Race 4	Race 5	Race 6

to record the scores from each heat. Please think of this when you are designing your cars.

All cars will then be placed in a secure area from the time they are registered until the completion of racing. Once you submit the car you will not be able to take it back for further modifications. If during the races your car breaks or needs repair, it will be allowed to make repairs at the discretion of the officiators. It also means you cannot add more graphite or lubricant after the car is accepted!

Race Procedure

- (a) Racing will be conducted on a 6-lane track
- (b) Cars from each of the ranks will be raced separately, beginning with the Bears, followed by Rebels and Webelos
- (c) For example, if there are 6 cars, six 'rounds' of races will be held, each car being raced six times, once on each lane of the track that it is assigned to.

Race Awards and Judging

- (a) There will be race awards for 1st, 2nd and 3rd place for each rank (and separate for "Rebels"). Races will be held in a combination of heats to ensure that all the cars will have a chance to compete on different tracks.
- (b) The track has an electronic finish line. The device emits a light beam and detects the race time of the car as it reaches the finish line. In case the electronic finish line is not working, points will be awarded for 1st to last place of each heat. After all the heats are done, the top cars will be assembled for a final race for each rank.
- (c) At the completion of racing, the race time and scores of each car will be added up, the winners of each race will be selected based on the accumulated race time and scores.
- (d) In the event of a tie, run-offs will be run between the tied cars. The number of run-offs will equal to the number of tied cars, each car being given different lanes for each run-off.
- (e) All judges' decisions will be final.

Design Awards and Judging

- (a) There are **Best Overall Design Award** and **Design Awards** for each rank (Bears and Webelos). Design awards categories include but not limited to the following:
 - *Best Scout Spirit Theme*
 - *Best Spirit of Pinewood*
 - *Funniest Race Car*
 - *Most Patriotic Race Car*
 - *Most Colorful Car*
 - *Best Sports Theme*
 - *Best Eco Friendly Race Car*
 - *Most Creative*
 - *Most Futuristic Race Car*
 - *Most Powerful Car*
 - *Sportiest Race Car*
 - *Best Movie Themed Race Car*
 - *Best details*
 - *Scout Choice*
 - *Crowd Favorite*



- (b) Appointed judges will judge the design awards for the cars registered for Bears' and Webelos' racings.
- (c) Winning cars may be chosen either by counting of votes or by general agreement between judges and race organizers.
- (d) All judges' decisions will be final.

HAVE FUN!!