

Pinewood Derby

PACK 3726

PROCEDURES

I. Procedures for the Cub Scouts who are racing:

Parents read this to your scout before the race, so that they understand it. **REMAIN SEATED ON THE BLEACHERS EXCEPT WHEN THEIR CAR IS RACING.**

A. Scout when called by the announcer.

1. Move quickly to the "on deck" area and be seated. **NO running at any time.**
2. When it is time for you to race, the announcer will call your name again. Move quickly to the finish line to observe your race. **NEVER cross over the track!**
3. After your race is completed move back to your seat in the bleachers. **NEVER cross the track.**

II. GENERAL PROCEDURES:

A. If a car does NOT finish a race:

1. The first time, the race will stop for a maximum of 5 minutes for repairs and the car will be allowed to re-run the heat.
2. The second time, the car will be considered a "DID NOT FINISH" and be in last place for that race.

B. If a car falls off the track:

1. The race will be re-run immediately.
2. If the car requires work:
 - a. Racing will stop for a maximum of 5 minutes for repairs.
 - b. If the car cannot be repaired in that time it will be eliminated from racing.

III. RACING PROCEDURES:

A. No car will run in the same lane twice.

B. After all cars have been ran:

1. Results for that period may be announced. There will be a short intermission between heats.
2. The three fastest elapsed times in each age group will be declared the winners after all cars have raced the number of heats announced for that night.

Please NOTE: Each car is racing against the clock, not the cars next to them. The cars next to them may be of another age group. It is the time that counts, not how it looks on the track. **All decisions made by race officials are final.**