

TWO MOUNTAINS DISTRICT

2017 ***CUB SCOUT RACES***



Raingutter
Regatta

Pinewood
Derby



TWO MOUNTAINS DISTRICT **2017** **CUB SCOUT RACES**

RAINGUTTER REGATTA - PINEWOOD DERBY



April 29, 2017

***Wyoming Area Secondary Center
Gymnasium***
20 Memorial Street
Exeter, PA



\$7.00 per Cub Scout per race entered
\$10.00 per Cub Scout per race if registered after April 22nd

No registrations will be accepted after April 26, 2017.

Make Checks Payable to NEPA Council, BSA

Mail Registration & Check to:
NEPA Council, BSA
72 Montage Mountain Road
Moosic, PA 18507

Scouts must be in Class A uniform to participate.

Only Boats and Cars raced in 2017 Pack Races May Be Raced!

Photos will be taken and may be submitted for publication in the local media or on the council website.

Any change in pre-registered Scouts names must be made by contacting Ryan Murray in writing at rmurray@nepabsa.org.

RACE SCHEDULE

PINEWOOD DERBY

8:00 – 8:50 AM Registration – Tigers
9:00 AM Race – Tigers

9:15 –10:05 AM Registration – Wolves
10:15 AM Race –Wolves

10:30 –11:20 AM Registration – Bears
11:30 AM Race –Bears

11:45 –12:35 PM Registration – Webelos (4th Grade)
12:45 PM Race –Webelos (4th Grade)

1:00 –1:45 PM Registration – Webelos (5th Grade)
1:50 PM Race –Webelos (5th Grade)

RAINGUTTER REGATTA

8:00 –8:50 AM Registration – Wolves
9:00 AM Race – Wolves

9:15 –10:05 AM Registration – Tigers
10:15 AM Race –Tigers

10:30 –11:20 AM Registration – Webelos (4th Grade)
11:30 AM Race –Webelos (4th Grade)

11:45 –12:35 PM Registration – Bears
12:45 PM Race – Bears

12:45 - 1:10 PM Registration – Webelos (5th Grade)
1:15 PM Race –Webelos (5th Grade)

TWO MOUNTAINS DISTRICT PINEWOOD DERBY RACE

PINEWOOD DERBY CAR RULES

Car must pass the following requirements to be allowed to race!

- CAR MUST BE BUILT USING THE OFFICIAL GRAND PRIX PINEWOOD DERBY CAR® KIT!**
- Width shall not exceed 2 ¾ inches.
- Length shall not exceed 7 inches.
- Weight shall not exceed 5 ounces.
- Minimum width between wheels shall be 1 ¾ inches.
- Wheel bearings, washers, and bushings are NOT permitted.
- The car shall not ride on any kind of spring.
- Wheels shall be original Width. No sanding to the sides of the wheel or hub will be allowed.
- Wheels shall be marked BSA and be flat. NO "H" or "V" shaped wheels allowed. Light sanding to the flat surface to remove debris from the molding process, will be allowed.
- Solid or one-piece axles are not allowed.
- There must be a minimum of 3/8 of an inch clearance between the bottom of the car and the bottom of the wheel where it contacts the racetrack surface. If there is less than a 3/8 inch clearance, the car will drag on the slot guide on the track.
- Only dry (powdered graphite) lubricant is allowed. Lubricating oil, grease or Vaseline may NOT be used.
- The car must be free-wheeling, with no kind of starting device.
- No loose materials of any kind are allowed in or on the car. Everything on or attached to the car, including all weights, must be attached in a permanent fashion.
- Details such as a steering wheel and driver are permissible as long as these details do not exceed the maximum length, width, clearance and weight specifications (items 1-6, above).
- All cars must have a solid front for the starting pin. NO part of the car can be in front of the starting pin.



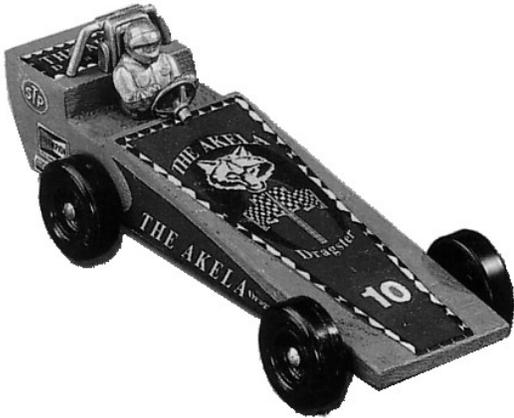
PINEWOOD DERBY PRE-RACE INSPECTION PROCEDURES

- A pre-race inspection will be conducted beginning 1 hour prior to the start of each den race to determine if cars meet the necessary qualifications.
- An official (pre-checked) scale will be used to certify weight of all cars.
- Cars will be checked for conformance to the Pinewood Derby Car Rules, above.
- The decision of the pre-race judges is final. Cars meeting the requirements will be certified.
- If, at registration, a car does not pass inspection, the boy and his parent(s) will be informed of the reason for failure, and will be given until the beginning of the races to make adjustments, such as correcting weight overages in a permanent fashion. Once a car has been certified as meeting all requirements, a number will be attached.
- Following certification the car will be placed on the appropriate location on the official Pinewood Derby car table, to await the race.
- After the car is placed on the official Pinewood Derby car table, the only persons allowed to touch the cars will be the scout and/ or race officials.



TWO MOUNTAINS DISTRICT PINewood DERBY RACE

PINEWOOD DERBY RACE PROCEDURES



1. The Cub Scout must be pre-registered and present to race.
2. Cars will be called by number to race. The computer will determine race and starting track.
3. When called, the scout will carry his car from the car table to the starting official.
4. The starting official will place the car on the track.
5. NO ONE else may handle a car but the Cub Scout or the race officials.
6. A computerized clock will time the races. The scouts are running against the clock, not each other.
7. Each scout will race in his own "den".
8. Cars will race six at a time. Each car will run once on each track.
9. If a car leaves the track. Disqualification may be ruled at the judges' discretion.
10. If a car must be repaired due to jumping the track, etc., the Cub Scout should immediately request time for repairs. A maximum of 5 minutes will be allowed to repair the car. The scout and one parent are the only persons allowed to work on the car. Repairs may be done only in the area designated by race officials. Once the car has been repaired, the owner should immediately notify the race official in charge and the repaired car will then be rechecked to be sure it still meets requirements. If repairs are not completed in the maximum time allowed, the damaged car shall be disqualified.
11. Trophies will be awarded at the end of each den race to the 1st, 2nd, and 3rd place winners in each rank.
12. The car must have been built in the year it was raced at the pack level. Cars raced in previous years will not be permitted to race. A Scout is Trustworthy.
13. Even if the car passes the registration process it still may be disqualified if a violation is found.
14. **ALL DECISIONS OF THE JUDGES ARE FINAL AND NON-DISPUTABLE.**



TWO MOUNTAINS DISTRICT RAINGUTTER REGATTA RACE

RAINGUTTER REGATTA TRIMARAN RULES

Boat must pass the following requirements to be allowed to race!

1. **BOAT MUST BE BUILT USING THE OFFICIAL RAINGUTTER REGATTA TRIMARAN BOAT KIT!**
2. Hull will be no longer than 7" and no shorter than 6 ½".
3. Mast should measure 6 1/2" from deck to top.
4. The sail can be no larger than material supplied.
5. Trimaran design requires no keel or rudder.
6. No restriction on color or design.



RAINGUTTER REGATTA PRE-RACE INSPECTION PROCEDURES

1. A pre-race inspection will be conducted beginning 1 hour prior to the start of each den race to determine if boats meet the necessary qualifications.
2. Boats will be checked for conformance to the Raingutter Regatta Rules, above.
3. The decision of the pre-race judges is final. Boats meeting the requirements will be certified.
4. If, at registration, a boat does not pass inspection, the scout and his parent(s) will be informed of the reason for failure, and will be given until the beginning of the races to make adjustments.
5. Once a boat has been certified as meeting all requirements, a number will be attached.
6. After the number has been attached, the boat will be placed on the appropriate location on the official Raingutter Regatta table, to await the race.
7. After the boat is placed on the official Raingutter Regatta table, the only persons allowed to touch the boats will be the scout and/ or race officials.

RAINGUTTER REGATTA RACE PROCEDURES

1. The Cub Scout must be pre-registered and present to race.
2. Boats will be called by number to race.
3. Each lane will have a "Starter/Guide" and a timer.
4. The race and starting gutter will be randomly determined.
5. When called, the boy will carry his boat from the boat table to the starting official.
6. NO ONE else may handle a boat except the Cub Scout or the race officials.
7. The starter/guide will place and hold the boat in the raingutter until the "go" signal is given.
8. The races will be timed by stopwatches. The boys are running against the clock, not each other.
9. Boys will hold their hands behind their backs. Boats will be propelled by blowing on the sail. No touching of the boats will be allowed by the boy.
10. The "Starter/Guide" will accompany the boy to the finish line. The Starter/Guide will be the only person allowed to touch the boat if it should run afoul. The Starter/Guide will only be allowed to turn the boat upright and will not be allowed to move it to a different location from which it was.
11. Boats will race four at a time. Each boat will race twice. The best time of the two will be official.
12. If a boat must be repaired, the Cub Scout should immediately request time for repairs. A maximum of 5 minutes will be allowed to repair the boat. The scout and one parent are the only persons allowed to work on the boat. Repairs may be done only in the area designated by race officials. Once the boat has been repaired, the scout should immediately notify the race official in charge and the repaired boat will then be rechecked to be sure it still meets requirements. The boy will then be allowed to re-race the repaired boat in the raingutter where the damage occurred.
13. Trophies will be awarded at the end of each den race to the 1st, 2nd, and 3rd place winners in each rank.
14. **ALL DECISIONS OF THE JUDGES ARE FINAL AND NON-DISPUTABLE.**

