

KILLBUCK DISTRICT DERBY DAY

PINEWOOD DERBY & RAINGUTTER REGATTA RACES

Saturday - April 6, 2019

10:00 AM - 2:00 PM



Open to all Cub Scouts Registered in Killbuck District.

(NO other districts will be permitted)



HOLMESVILLE ELEMENTARY SCHOOL GYM

8141 East Jackson Street, Holmesville

(83 South of Wooster – School is on the left before the gas station.)

REGISTRATION FEE: \$5 FOR EACH RACE (Register online or at the event)

| REGISTRATION AND INSPECTION | RACE TIME | PINEWOOD | RAINGUTTER |
|-----------------------------|------------------|--------------------|------------|
| 10:00 - 10:15 AM | 10:30 | TIGER | WEBELOS |
| 10:45 - 11:00 AM | 11:15 | WOLF | TIGER |
| 11:30 - 11:45 AM | 12:00 | BEAR | WOLF |
| 12:15 - 12:30 PM | 12:45 | WEBELOS | BEAR |
| CHAMPION RACES: | 1:15 PM PINEWOOD | 1:30 PM RAINGUTTER | |

“District Class” is for the winners from each den at the Pack level. The Car or Boat can **NOT** be modified or changed after your Pack Race.

“Open Class” is for all Scouts not competing in the District Class. The Pinewood Derby Car can NOT be modified or changed after your Pack Race. The Raingutter Regatta Boat CAN be modified, or a new one made.

SEE RULES & SPECIFICATIONS FOR DETAILS. CONTACT ALISON MILLER WITH QUESTIONS 330-464-8856.

Concession Stand available at the race!

PINEWOOD DERBY

1. Race Day

- A. The Pinewood Derby is open to any Cub Scout currently registered in Killbuck District using a self-made Pinewood Derby car constructed during the Current Scout Year.
- B. The "District Class" is open to any Scout who won 1st place in his/her Pack, at his/her rank level. The car the Scout uses must be the same car that won at his/her pack (**No modifications**).
- C. The "Open Class" is open to any Scout who didn't place 1st in his/her rank. The car the Scout uses must be the same car that won at his/her pack (**No modifications**).
- D. A Scout cannot enter his/her car in both the District and the Open Race.
- E. Each Scout must register and have his/her car inspected prior to the race. Registration Fee is \$5.00.
- F. Once a car passes inspection per the rules/specifications, the car will be impounded to the Pit Area for the duration of the race.
- G. The Race Leader will place the Scout's car on the track and oversee the start of the race. A Race Official will verify the finish of the race, as determined by an electronic finish line. The Race Leader and Race Official will make every effort to ensure the track is kept straight, clean and without advantage to either lane. The Race Leader's decisions are final.
- H. Awards will be presented to 1st, 2nd and 3rd place winners of each rank/class. The 1st place rank winner is eligible to return later in the day for the Champions Race and a chance to be the Grand Champion (Each Class).
- I. Certificates will be awarded in each class/rank for Best Design and Best Paint Job.
- J. Win or lose, every Scout and his/her guests are expected to demonstrate Scout Spirit and Sportsmanship.

2. Permitted Materials, Modifications and Specifications:

- A. The car must be made from the contents of an **official Boy Scouts of America Derby Kit (Wood block, 4 wheels, 4 axles)**. Scout may substitute wheels so long as substitute wheels are obtained from an **official Scout Shop**.
- B. The car must be freewheeling, with no starting devices. The car cannot ride on any type of springs. Scout may use paints, stickers, decals, accessories, etc., similar to those found at an official Scout Shop.
- C. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided any additional material is securely built into the body.
- D. Wheel bearings, washers and bushings are prohibited.
- E. Maximum WIDTH of the car and details shall not exceed 2 3/4 inches.
- F. Maximum LENGTH of the car and details shall not exceed 7 inches.
- G. Maximum WEIGHT of the car and details shall not exceed 5 ounces.

RAINGUTTER REGATTA

1. Race Day

- A. The Raingutter Regatta is open to any Cub Scout currently registered in Killbuck District using a self-made raingutter boat constructed during the Current Scout Year.
- B. The "District Class" is open to any Scout who won 1st place in his/her Pack, at his/her rank level. The boat the Scout uses must be the same boat that won at his/her pack (**No modifications**).
- C. The "Open Class" is open to any Scout who didn't place 1st in his/her rank.
- D. A Scout cannot enter his/her boat in both the District and the Open Race.
- E. For Both Classes, each Cub Scout will race in a double-elimination format against other Cub Scouts of the same rank. The Race Leader's Committee completes the race brackets and lane assignments prior to the start of the race. Races continue until a winner is determined.
- F. Each Scout must register and have his/her boat inspected prior to the race. Registration Fee is \$5.00.
- G. Once a boat passes inspection per the rules/specifications, the boat will be impounded to the Dock Area for the duration of the race.
- H. The Race Leader will place the Scout's boat in the water and oversee the start of the race. The Scout then powers the boat with "wind," created by blowing through the straw provided by the Race Leader. The Scout cannot touch the boat with the straw or his/her hands after the race is started. The Race Leader or Race Official will make every effort to ensure the course is kept level, clean, and without advantage to either lane. The Race Leader's decisions are final.
- I. Awards will be presented to 1st, 2nd and 3rd place winners of each rank/class. The 1st place rank winner is eligible to return later in the day for the Champions Race and a chance to be the Grand Champion (Each Class).
- J. Certificates will be awarded in each class/rank for Best Design and Best Paint Job.
- K. Win or lose, every Scout and his/her guests are expected to demonstrate Scout Spirit and Sportsmanship.

2. Permitted Materials, Modifications and Specifications:

- A. The boat must be made from the contents of an official Boy Scouts of America Raingutter Regatta kit, "trimaran" style.
- B. The parts in the kit may not be substituted with others. No additional weight may be added.
- C. Scouts may use paints, stickers, decals, accessories, etc., similar to those found at an official Scout Shop.
- D. No loose materials of any kind are permitted on the boat.
- E. The hull of the boat must be no longer than 7 inches nor shorter than 6 1/2 inches.
- F. The mast of the boat must be no longer than 6 2/3 inches from deck to top
- G. The sail can be no larger than the material supplied in the kit.