

2020 Potawatomi Council Pinewood Derby Regulations

Our Mission: It is in the general interest of Scouting for our event to be enjoyable, exciting and challenging for all people involved. Everyone will do his/her best to participate and provide for a fair and honorable competition. Those invited to participate in the Council Derby have already demonstrated success at their Pack Derby and joined an elite group of racers. Keep in mind, with any competitive event, only a few can place in the top spots for trophies or advancement. It is best to prepare Scouts for this reality prior to attending the Council Derby, but we will also discuss good sportsmanship at our event. In preparation for and during our Council Derby, we as Scouts, Scout Leaders, and Scout Families will need to live up to the twelve character traits comprising the Scout Law. Given the large number of participants, volunteers and the general nature of life events, there will be circumstances we didn't plan for and things we may want to do different next year. The Council Derby Committee asks for your patience, understanding and support as we host this Fourth Annual Potawatomi Council Pinewood Derby in recognition of Scouting.

Thank you: The Potawatomi Area Council wishes to recognize and thank WILDE Subaru in Waukesha and Subaru of America, Inc. for their sole sponsorship of our event and their ongoing support of meaningful STEM activities for our nation's youth. We thank the Pewaukee Middle School community and its leadership for providing a wonderful venue to host our event. We also thank all the families involved in making this event happen. Scouting is possible through the generous support of people and businesses throughout the United States. This Potawatomi Council Derby is just one example of the positive, meaningful impact Scouting has within our families and our country.

Tech Check: Official Rules have been provided for the Potawatomi Council Pinewood Derby and are not repeated herein. Registered participant cars must be checked in on time in order to race and the Scout must be present during the racing of his car. The Official Rules will be applied indiscriminately and consistently to all participants during the check in process before racing. The fastest five Pinewood Derby cars in each den level are subject to additional review and screening related to the Official Rules prior to the determination of final standings.

Racing Methodology: Racing will take place by den level, including Lions. The three fastest Scouts for the Council Pinewood Derby will be determined by comparing the times of all Scouts across all six den racing events.

All racers will race on the same track. The track has four lanes and each racer will race once on each lane through random assignment by the racing software program. The track is a commercially produced aluminum track, 42 feet long with a racing distance of 37 feet start to finish. Timing starts when the gate drops and ends when the cars cross the finish line. A light tree is used for audience enjoyment but does not affect race timing. A manual gate level is available if the gate solenoid fails to ensure racing consistency.

The track will be wiped with a dust cloth between the den level racing events.

A "heat" is defined as the start and finish of one car on one track. Thus, all racers will race in four heats.

All racers will have an average time calculated for them by the software program. The track's electronic timers will record, and are the only official record, of each car's time in each heat. The average time is calculated by adding the four different times achieved on four different lanes (via four heats), then dividing by four. Should a tie occur the software will apply tie breaker rules to attempt resolve the tie (head to head, total points based on finish order, best results against common opponents, and strength of schedule). The cumulative time of the four races will also be available if needed by the Race Marshalls to resolve any ties not resolved with the automatic rules

The average times will be ranked and the Scouts with the fastest three times in each den level will receive a trophy. After all the den levels have raced, the Scouts with the three fastest times across all the den levels will be eligible to participate in the World Championship Pinewood Derby in New York City (this takes place in the summer). The top 3 racers are announced via email to all participants later in the evening after all racing is completed. The top 3 racers in the Council Derby will also be scheduled to receive a 2020 Council Derby trophy at Wilde Subaru in Waukesha.

Racing Operations:

1. Track Marshals, Racing Officials and Council Derby Committee Members will be identified with colored name badges.
2. A Technical Check In volunteer cannot check in his/her Scout's car.
3. Only Track Marshals and Racing Officials can handle the derby cars after they have been checked in for racing.
4. Only Track Marshals and Racing Officials can be near the racing track; all derby participants and visitors must be outside the cordoned off area.
5. Track Marshals will reasonably center all cars on their respective track (as assigned by the racing software program). A Track Marshal will not place his/her participating Scout's car on the track.
6. All car times are electronically displayed at the finish line to the nearest thousandth of a second. The computer captures the times to the nearest ten thousandth of a second. The results for each completed heat will be displayed for viewing. The results of each completed racing event by den level will be displayed for viewing. The results of the overall Council Derby will be displayed for viewing.
7. If there is still a tie after the automatic tie breaker rules and cumulative race time, for two or more Scouts in the top 3 positions for either the den level race or the overall Council Derby, the Scout (among the tied Scouts) with the fastest heat will be placed numerically superior to the other Scout(s) with the same average time. If the average time is tied and the fastest heat is tied, then the second fastest heat (then third, and so on) would determine the Scout placements.
8. If a car suffers its own mechanical problem during a race (i.e. loses an axle), the Scout and designated adult will need to have the car fixed and checked back in prior to its next scheduled heat. As long as the fixed car clears the check in process, it is eligible to continue racing. The race heat during which a car experiences a mechanical failure will not be rerun and upcoming races will not be delayed. Depending on when the computer software assigned the Scout to race next, he may end up missing one or more of his heats if his car suffers a mechanical failure. Cars will not be scheduled in back to back races but could be scheduled in the next race after that.
9. If a car leaves its lane during the heat, Track Marshals will inspect the track. If a track fault is found which may have caused the car to leave its lane, the Track Marshals will order the heat to be rerun after the track is repaired or dusted off.
10. If a car leaves the track during a heat, and there is no track fault, the heat will be rerun. If the same car leaves the track during the rerunning of the heat, and it is determined to not be a track fault, the car will be judged "last place" in that heat and given the maximum heat time of 9.99 seconds.
11. A car must race in all four heats in order to be eligible for trophies or advancement to the World Championship Pinewood Derby in New York City.
12. In the event of a computer error, technical difficulty, starter interference, or other disruptive circumstance, deemed by the Track Marshals to have possibly caused a problem with the fairness or accuracy of the heat outcome, the heat will be rerun.
13. Racing Officials may participate in Council Derby decisions with Track Marshals.
14. Racing Officials will oversee the proper conduct of the races. Good sportsmanship and respectful behavior is expected for all attendees. Racing Officials may provide a warning or ask anyone not following these expectations to leave the event. After one warning, Racing Officials can disqualify any participating Scout who repeats unsportsmanlike or disrespectful behavior.

15. If someone is aware of, or suspects, a participant is not following the Official Rules, he/she should notify a Racing Official immediately.
16. Any Council Derby Committee member, Track Marshal or Racing Official must recuse himself/herself in any decision-making that directly involves his/her Scout's car unless all participating cars in the heat are involved.
17. All decisions of the Council Derby Committee, which includes the Track Marshals and Racing Officials is final. If there is a disagreement among the Council Derby Committee, a confidential, majority vote will determine the final decision on the matter.