Thunderbird District
Pinewood Derby Rules And Procedures

Policy:

Each year a different unit will be put in charge to run the Thunderbird District Pinewood Derby. This will help in all units being involved and helping. You may create a committee of people to help from multiple units. This document serves as a guide to a successful district derby. The District Committee will help secure location, resources as needed by the organizing committee. Host Unit will be allowed to do Unit level fundraising independent of outside interference within the guidelines set forth by council and host venue. Approvals need to be sought from either District Activities Chair/ Program Chair/ District Chair.

Event Procedures:

Please lock in and schedule a location for the District Pinewood Derby by January 15th of each scouting year. Please let District Key 3 (District Committee Chair, District Commissioner, and District Executive) know details in advance. Please ensure that you have the location for at least 4-5 hours. (include time for clearing up space)

- Registration will be through Council Website only, no on-the-spot registrations
- Registrations will close 2 weeks prior to the event itself, to allow enough days for organizing committees to order trophies, medals etc. in a cost effective way.
- Need a 4 lane track
- Order Awards for Speed and Design (see below)
- Set up time: Day before (1-2 Hours max)
- Race Time: morning/ afternoon (if on a Saturday) or afternoon (if on a Sunday)
- Select an MC
- Start event with Formal Flag Ceremony, Scout Oath and Law recital
- Introduce any sponsors or special guests present
- Introduce District and Unit Leaders
- Introduce all the packs that are present
- District Rules need to be emailed out to all Units by December 15th
- Official Registration will need to be emailed to all Unit Key 3s, posted on the district Facebook page, and shared at Roundtable.

Check In Procedure: 1 hour before the race

Each Scout must register their cars. District Rules must be followed (see below). You will need 2 people checking in cars. You will be provided with a roster of Scouts that have pre registered for the event.

Stations needed:
- Weight
- Measurement box
- 4 wheel touching
- Labeling with number
- "Garage" for cars that need to be worked on
- "Show Floor" Runner; where cars can no longer be touched.
- Tech Guy: used by the unit to register all the Scouters of the day and used within the race to produce the heat names
- Every Scout will race twice
- There will be 5 divisions
  - Lion
  - Tiger
  - Wolf
  - Bear
  - Webelos/AOLs

Awards and Recognition:
- ★ Each division will end up with their own 1st place trophy in Speed and Design. Usually are color coded to the den colors.
- ★ 2nd and 3rd places in Speed and Design are usually medals with the inscription on them. You will need two medals for Speed and 2 medals for Design for each rank.
- ★ Places we have ordered from in the past:
  - Bomar Trophies, Lakeland
  - McBrooms, Bartow
  - Amazon (of course)
- ★ Money collected for registration will pay for the awards. All expenses have to be approved by the District Program Chair or District Chair. No reimbursements will be made after the event. Please place an order at least a month beforehand.

Before the Race:

Activities are a great way to keep Scouts and Families occupied while check in occurs.
- Photo Booths
- Lakeland Police Explorers have attended and made kids Driver Licenses before.
- Snack Table
- Minute to Win It games
- Scavenger Hunt (Find the PWD cars around the location)
- Coloring station

Race Time:
- Introductions - If Council or District key members are there, introduce them to the rest of the crowd.
- Introduce Units in attendance
- Introduce the general rules
- There's plenty of online resources to help with the ideas.
- Go Time

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