

Cub Scout Pack 400

Pinewood Derby Top Do's and Don'ts

Do

- Try out your car at Pit Day
January 12, 2008, between 10 and 12 at St. Francis
- Use only the Official Grand Prix Pinewood Derby Kit
- Use only the wheels from the kit
- Use only the axles from the kit
- Use the original axle groove
- Have an underside clearance of at least 3/8"
- Use only dry lubricants
- Have the Cub Scout Design the car
- Have the Cub Scout Paint the car
- Have the weight at 5oz
- Have a wheel-to-wheel clearance of at least 1 1/4"
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Don't

- DO NOT do all of the work on your child's car
- DO NOT "over work" on the car. Quickly made, simple cars often win! Go figure
- DO NOT make your car too thin, wheels too thin, axles too thin, or wallet too thin.
- DO NOT whine or cry "foul" if you lose

- DO Not buy a pre cut or pre made car
- DO Not plan on having someone other than the Scout check in his car
- Do Not use an old car
- Do Not have decorations, weights, parts,... that can come free and fowl the track
- Do Not move the axle grooves
- Do Not fill or cover the axle grooves
- Do Not insert anything between the wheels and the wood of the car
- Do not attach the weights to the bottom without recessing into car body
- Do not over work the wheels (the tread must remain parallel to axle) and the wheels width and mass must remain as the original kit wheels
- No hubcaps, washers, inserts, sleeves or bearings
- Do Not have a car wider than 2 1/4"

Sportsmanship:

Two things the Pinewood Derby requires each participant to learn are 1) the craft skills necessary to build a car, and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Pinewood Derby or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good car-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Pinewood Derby. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat car.