

# District Pinewood Derby

13 Mar 2010



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## OVERVIEW (Read this First)

1. The intent of these rules is not to hamper any fun or to be rigid and controlling. The rules ensure a safe and appropriate environment in which the Cub Scouts can have fun, learn and grow. We must remember it's all about the Boys. Application of the rules by the race officials and derby chairman will take into consideration how the consequences will affect the individual Scout, the Pack and the District. **Remember, the pack helps the Cub Scout grow.**

2. There will be two sets of rules.

a. The first set of rules is for the formal "Cub Scout" races. These regulations will be enforced. Pack leaders can prevent later disappointment by enforcing these rules at Pack Derbies.

b. The second set of rules is for the "Anything Goes" race. This race allows the most latitude for design and development of a race car. Designs or attachments not allowed in this race include ...

1) Anything that may be considered hazardous, explosive, involves fire or could cause serious injury to anyone.

2) Anything damaging to other cars, the race track, equipment or personnel.

3) Anything that may interfere with the running of any heat or another car.

## EVENT CATEGORIES

1. **Cub Scout Races** (1<sup>st</sup> 3 places from each Pack)

A. Tiger vs Tiger

B. Wolf vs Wolf

C. Bear vs Bear

D. Webelo vs Webelo (all compete together)

E. Cub Scout Overall Final (1<sup>st</sup> place in Tiger, Wolf, Bear, Webelo races)

2. **Anything Goes Race** (Scouts, Siblings, Parents, and Leaders)

3. **District Overall Race** (1<sup>st</sup> place winners in categories 1 & 2)

4. **Show Category** Show cars can be registered but will not race. They will compete for the Show Awards. This is a great opportunity to get the involvement of a younger individual (potential Scout) or an individual with more interest in art and design. Moms and Dads can use this to "Show Off" their skills and creativity while setting the example for their Scouts.

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## ENTRY QUALIFICATIONS

### **GENERAL.**

1. Participants can enter a different car in each race category they qualify for, i.e. a Tiger Scout who placed first in his pack can have a Cub Scout Race entry, and an Anything Goes Race entry or can enter the same car for both races. A leader, Boy Scout, etc. can have an entry only in the Anything Goes races.

2. Anyone can enter cars to compete for the Show Only awards. While all cars, including the Racing Cars, will compete for the Show Awards, "Show Only" cars will not be allowed to race.

### **CUB SCOUT RACE**

1. Each pack is expected to run its derby prior to the District derby. Each Pack is allowed up to 3 entries per level. If a pack has multiple dens at one level, such as two Tiger dens, they may have no more than 3 Tigers represent their pack for that level.

2. If the Pack has not held a qualifying derby prior to March 13<sup>th</sup>, Pack leaders may notify the District Derby Chair of the names of the Scouts chosen to represent the Pack. If no notification is received by March 12<sup>th</sup>, then the first 3 Scouts to register from that Pack at each level on March 13<sup>th</sup> will be accepted at the District Derby.

3. All Scouts, regardless of placement in their Pack races, can and are highly encouraged to participate in the Anything Goes races. They can also participate in the show category only, such as most accessories, even though they may not want to race.

4. If a Cub Scout cannot be present at the District race, he can choose another Cub Scout in his den/pack to represent him and race his car.

### **ANYTHING GOES RACE.**

1. This category is open to any Scouts registered in the Osprey District and their Non- Scout siblings, parents, grand-parents, guardians, as well as the leaders of Scouting.

2. This is where the "kids" in all of us have some fun.

3. This category will have everyone competing against everyone.

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## CAR CONSTRUCTION RULES

### **General Rules**

1. The spirit of the Derby is for building adult/scout relationships as you build the car. Do not let the race spirit turn into a battle of the budget...anyone can buy a winner but you can only build the relationship.
2. Construction of entries for the Cub Scout Race MUST have begun AFTER last year's Pinewood Derby Races, must be a new vehicle and cannot be a modified vehicle previously raced. Cub masters please help us enforce this rule.
3. Vehicles for the Anything Goes category may have been constructed at any time and may have been previously raced.
4. Each car must pass the official inspection station before it is allowed to compete. Each car will have three chances to meet the race requirements, the initial weigh-in/inspection and two more times. At each weigh-in/inspection, the car will be fully evaluated again. Following the third weigh in/inspection, the Cub Scout Category cars will be allowed to race only in the Anything Goes category. The pack's second place car, if it passes inspection, will be allowed to represent their Pack. Cars registering for the Anything Goes category that do not pass inspection by the third time will be allowed to enter the show category only.

### **1. LENGTH, WIDTH AND CLEARANCE**

#### **A. Cub Scout Category**


- 1) The maximum length of the Derby car shall not exceed 7 inches.
- 2) The maximum overall width (including wheels and axles) shall not exceed  $2 \frac{3}{4}$  inches.
- 3) The minimum width between wheels shall be  $1 \frac{3}{4}$  inches so that the car will clear the center guide strip.
- 4) The height of the car or devices attached to the car cannot exceed 4 inches.
- 5) There is no regulation on the wheel base but no part of the car or device attached to the car can exceed the maximum limit of 7 inches.
- 6) The minimum clearance between the lowest part of the car and bottom of the wheels will be  $\frac{3}{8}$  inch to ensure that the car will clear the center guide strip. The lowest part is generally considered the wood of the car but it could be weights if placed underneath.

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7) When the car is placed on the starting line, no part of the car can be forward of the starting pin. Example is a car with a “V” front end that allows the starting pin to be inside the front. This drawing is an example of an unqualified car. 

Cars must be able to be held at the starting gate by the starting device/pin. If the car's front end is too pointed or keeps falling off the starting pin, the car will be turned around and raced backward if possible. The Scout and his leader will be notified and allowed to choose not to race backwards or adjust the car's nose within one minute.

**B. Anything Goes Category.** The only things not allowed in this race are...

- 1) Anything that may be considered hazardous, explosive, involves fire or could serious hurt anyone.
- 2) Anything damaging to other cars, the race track, equipment or personnel.
- 3) Anything that may interfere with the running of any heat or another car.
- 4) Cars wider than 2  $\frac{3}{4}$  inches or with a width between wheels less than 1  $\frac{3}{4}$  inches, or with a clearance less than  $\frac{3}{8}$  inch.
- 5) If a car fails to leave the gate due to car design is not grounds for a restart or re-run and will not be eligible for slowest car award.

## 2. WEIGHT AND APPEARANCE

### A. Cub Scout Category

1) Maximum weight of the Derby car will not exceed **FIVE OUNCES (141.8 grams)**. The readings of the official race scales will be considered final and binding. Loose materials that may, in perception or reality, provide additional propulsion, even though they may not fall off are not permitted. Examples are loose coins or ball bearings. An attached flag, etc. would be allowed.

2) Mercury may not be used in any form.

3) Details such as steering wheels, driver, spoiler, decals, paint and interior details are highly encouraged and permissible as long as these details do not exceed the maximum length, width, height, weight and clearance specifications stated previously.

4) Cars with wet paint or real animals as drivers or passengers will not be accepted.

### B. Anything Goes Race

1) Maximum weight will not exceed the tracks reasonable ability to handle the car through the entire run. The race official's determination is final. Loose materials

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that move freely, but cannot fall off or interfere with another car are permitted. The items cannot provide propulsion.

- 2) Mercury may not be used in any form.
- 3) Details such as steering wheels, driver, spoiler, decals, paint and interior details are highly encouraged and permissible.
- 4) Cars with wet paint or real animals as drivers or passengers will not be accepted.

## 3. BUILDING MATERIALS

### A. Allowed Items or Procedures for the Cub Scout Category.

- 1) Cars can only be made from the official BSA Pinewood Derby Car kit as shown in Figure 1.
- 2) Official BSA colored wheels and "Nail" axles sold by BSA can be used to replace the wheels that are included in the BSA car kit as shown in Figure 2.
- 3) Weights and add-on devices are authorized, as long as they do not provide any propulsion or forward assistance.
- 4) The wheel treads may be LIGHTLY sanded to flatten the seam bump from the injection mold seam, so long as wheel shape, diameter and weight are not affected. The new BSA car kits use wheels that are injection molded from the side and do not have the bump on the tread surface.
- 5) The car must be freewheeling.

### B. Unauthorized Items or Procedures for the Cub Scout Category

- 1) Standard 2 x 4, balsa wood, etc., are not legal.
- 2) Pre-cut cars like those found in craft and hobby shops (PINEPRO and PINECAR are a few names that come to mind) are illegal. Solid axles, see-through mag wheels and hub caps that cover the axle head nails are not authorized.
- 3) Wheel bearings, washers, bushings, springs or any other type of suspension system are prohibited.
- 4) Modifying the wheel contact area such as wafering, narrowing, angling, reduced diameter, grooving, raising one wheel, etc.
- 5) No starting device or means of propulsion other than gravity.

C. Anything Goes Category Items and Procedures. The only things not allowed in this race are...

- 1) Anything that may be considered hazardous, explosive, involves fire or could serious hurt anyone.
- 2) Anything damaging to other cars, the race track, equipment or personnel.

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- 3) Anything that may interfere with the running of any heat or another car.
- 4) Artificial propulsion. Use of gravity (your own weight/efforts) is the spirit of the derby.

## 4. LUBRICATION FOR ALL RACES

A. Only dry, powdered lubricants such as graphite may be used. Oils and silicone sprays tend to soften the wheels and may react with paint to form a glue-like substance.

B. Cars should be lubricated by the owner, parent, guardian or Pack representative prior to the official weigh-in. There will be no lubing between races.

## RACE FORMAT AND PROCEDURES

1. Cub Scout Category is double elimination. Anything Goes will be single elimination.
2. All cars will be registered as Racing or Show Only. All racing cars will be judged for Show but "Show only" entries will not be raced.
3. Only one car may be registered by any person in each race. Cub Scout Category racers may use the same car in both the Cub Scout Category and Anything Goes Category.
4. Track Assignment and Lane Retention
  - A. Track assignment will be chosen randomly.
  - B. If a car leaves its assigned lane...
    - 1) and interferes with another car, it will automatically lose that heat with the race being re-run for the remaining cars, if necessary.
    - 2) and stays on the track and does not interfere with another car, the race will not be re-run and the results will stand.
    - 3) and leaves the track and does not interfere with any other cars, the heat will be run again with the cars switching lanes. If the same car leaves the track again, it will automatically lose the heat.
5. If a car suffers a mechanical problem, i.e., loses an axle, breaks a wheel, etc., and a repair can be made in three minutes, the heat will be run again. If not, the car will automatically lose the heat.
6. All races will be judged visually and will be as agreed upon by two judges at the finish line.
7. The car **MUST** be ready to go at the start of each heat. Any car not ready at the start time will be disqualified from that heat.

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## 8. Starting Line Operations.

### A. Cub Scout Category

1) Each Cub Scout, when directed & with oversight from the race officials, will place his car on the starting line.

2) This must be done in a timely manner and will need the assistance of Pack Leaders to ensure the Scouts are at the starting area at the right time but the Scout Leaders will not enter the starting line area or interfere with the race officials.

3) If a Cub Scout is unable or unwilling to place his car, he may request a race official place the car on the starting line for him.

### B. Anything Goes Category

1) The designated race officials will serve as the starters for all heats. Care will be taken to ensure that cars are properly aligned in the starting gate prior to the heat.

2) If the front and rear of the car cannot be determined, the owner may be called to the starting area.

9. HANDLING CARS. Except for the start of each Cub Scout Race, once cars have been registered and accepted, only race officials will be allowed to handle the cars. Scouts may handle cars when directed by race officials.

## 10. Breaking Ties

A. Ties will be immediately re-run with the tied cars changing lanes.

B. Only the "tied" cars will re-run.

C. If the re-run is also a tie, then all Scouts who tied are declared winners.

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## SCHEDULE

This is the schedule. Any changes will be announced as soon as possible.

Begin - End    Event (planned duration)

### **12 Mar (Friday)**

5:00 pm – 8:00 pm    TRACK SET UP

5:00 pm – 8:00 pm    CAR REGISTRATION FOR CUB SCOUT CATEGORY

### **13 Mar (Saturday) (Times allow for some oops and what if's)**

0600 - 0800	ANYTHING GOES REGISTRATION (2 hours)
0815 - 0845	RACE OFFICIAL AND DEN & PACK LEADER MEETING (30 min)
0900 - 0915	RACE OPENING CEREMONY (15 min)
0920 - 0950	CUB SCOUT RACE – TIGERS (30 min)
0955 - 1025	CUB SCOUT RACE – WOLVES (30 min)
1030 - 1040	AWARDS (including Show awards if they won) (10 min)
1045 - 1115	CUB SCOUT RACE – BEARS (30 min)
1120 - 1150	CUB SCOUT RACE – WEBELOS (30 min)
1155 - 1205	AWARDS (including Show awards if they won) (10 min)
1205 - 1235	RACE OFFICIAL BREAK (30 min)
1240 - 1255	CUB SCOUT RACE – OVERALL (15 min)
1:00 – 1:45	ANYTHING GOES RACE (45 min)
1:50 – 2:05	DISTRICT RACE – OVERALL (15 min)
2:10 – 2:30	AWARDS/CLOSING CEREMONY (20 min)
2:30 – 3:30	CLEAN-UP (1 hour)

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## REGISTRATION, FEES AND GENERAL ADMINISTRATIVE NOTES

### A. Registration and Car Turn in.

1) Car registration for ALL CUB SCOUT CATEGORIES will occur on 12 Mar. Any Cub Scout Category cars attempting to register late will have to stand in line with the Anything Goes Category cars but regardless, one hour prior to the start of the races (0800), on 13 Mar, registration stops. Please ensure all Cub Scout Category racers are registered on 12 MAR...

2) Car registration for Anything Goes Category will be either 12 Mar or on 13 Mar.

a) No cars will be accepted later than one hour prior to the start of the races.

b) Race officials will be on hand prior to the race so there is a small two hour window for any last minute turn-ins.

c) Don't let your scout down by not getting his car registered because you were running late.

B. Registration fee is \$2.00 per car. Fees will be used to help pay for the awards.

C. Fees are due at the time of registration.

1) Advanced registration for the Pack winners is encouraged. Use the enclosed form when registering for your pack. Pack leaders are encouraged to also register all youth and adults who are planning to participate in the Anything Goes race at the same time.

2) Individual registrations are allowed the day of the Derby but all money will be handled by the Pack Leaders, the District Representative or designated race official.

D. Each car must pass inspection during registration. **Cars not meeting the rules provided will not be accepted.** Pack leaders must inform the car owner, if not present, of the violation(s) and give the owner an opportunity to correct the car to conform to race provisions. Once the car is inspected and registered, no further inspections are usually necessary, but at any time a rule violation is noted, the owner will be notified and given the opportunity to correct the infraction and be re-inspected or risk disqualification.

E. Once a car is registered the cars will become the responsibility of the race officials. No scout, parent, Pack leader, etc., will handle the car until after the race except as noted in the Derby Rules.

G. Be prepared to have your Scouts on hand ½ hour early to compensate for schedule variations.

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H. SEATING. The Pinewood Derby race is for the boys, so they will have front-row seating to watch the action. They will sit right on the floor. There will be a taped-off area about 3 feet wide along each side of the pinewood track where no one is allowed to be. Behind the taped off area is the area for boys to sit, and behind that will be rows of chairs for family and friends. Standing is allowed behind the chairs.

## I. General advice for Parents and Den Leaders

- 1) Schedule plenty of time to prevent a last minute project and allow time for the racer to do his/her best.
- 2) Help your racer understand the rules and specifications found in the kit.
- 3) As your racer chooses a favorite design, help him/her trace it on the block of wood from the kit.
- 4) Guide the racer in the use of tools in the shaping of the car and encourage him/her to sand it to a smooth finish.
- 5) Help your racer feel that this is a joint project, with the racer doing much, if not most, of the work.
- 6) Help your racer understand that “doing your best” is more important than having the fastest car.
- 7) Feel a sense of pride and satisfaction when the car and race are finished. Share it with your racer. You have both earned it.
- 8) Spending time with your racer, helping him/her “do his/her best” will be remembered by both of you long after the race is finished. Remember, you’re building the relationship as well as a car.
- 9) Have fun, Display Good Sportsmanship and Promote Goodwill. We’ll see you on race day.
- 10) EVERY SCOUT, PARENT AND LEADER SHOULD HAVE A COPY OF THE FINAL RULES IN THEIR POSSESSION AS SOON AS POSSIBLE.

## DISQUALIFICATION.

1. The Derby Chairman has the final decision on disqualification.
2. Any Race Official or leader can identify a violation of the rules that could lead to disqualification, including but not limited to:
  - A. Any use of improper material as outlined in the derby rules, including, but not limited to, lubricant, wheels, axles, body wood, etc.
  - B. Handling or changing the car after registration without permission of the race officials, except for authorized repairs.

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- C. Intentionally removing or altering the registration sticker or marks.
- D. Not following the instruction of the race officials.
- E. Not following any other rule specified for the pinewood derby.
- F. Bad Sportsmanship, foul language, etc.

**ISSUE RESOLUTION PROCESS** Issues regarding individual and car qualifications, conduct of the race, behavior of any participant, etc. will be resolved in the following manner.

1. The individual identifying the issue will present it to their pack leadership. The pack leadership will review the issue and if it can be handled fairly and quickly at their level, they should do so, e.g.

Issue – unauthorized handling of a car by a Scout, parent or den leader after being registered and accepted by race officials.

Leader correction – have the car re-inspected and re-weighed immediately and before racing again.

2. If deemed appropriate or necessary to elevate the issue, pack leadership should review the rules and report it to a race official. The race official will review the issue and following the derby rules, direct the necessary corrective actions; and if possible, get the scout or car back into the race as soon as possible. If the pack leader disagrees with the race official directions or if a disqualification may result, the race official must notify the derby chairman of the issue. The chairman will make the appropriate and final ruling.

3. If a personnel issue arises, such as un-sportsman like conduct, the matter should be taken immediately to any race official, who will intercede if personnel safety or the execution of the races requires it. The race official will then immediately notify the derby chairman of the issue.

### **PARENT, GUARDIAN AND LEADER PARTICIPATION**

It is expected that all personnel who are in the presence (sight or hearing) of any scout will conduct themselves as an example of expected Scout traits. Failure to do so can result in the dismissal of the individual and/or loss of any awards.

1. If an adult is dismissed and has a child present and a temporary guardian or leader cannot or is not designated by the adult, the child must leave with the adult.

2. If a Cub Scout is dismissed, the scout will forfeit any awards earned and ineligible for any future awards that day at the derby. The Scouts continued presence will be determined by their parent or guardian as long as it does not disrupt the proceedings.

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## AWARDS

### **Race Awards**

Patches for all entrants.

Trophy for 1<sup>st</sup> - 3<sup>rd</sup> in each Cub Scout Race division

Trophy for 1<sup>st</sup> - 3<sup>rd</sup> for Overall Cub Scout Race

Trophy for 1<sup>st</sup> - 3<sup>rd</sup> place for Anything Goes category

### **Show Awards**

Certificates for the following Show award categories: (Scouts only unless noted)

Slowest (Stopped Farthest from finish – one for Cub Scouts, One for Anything Goes)

Most Illegal (using Cub Scout Race Rules, but Still Race-able (Anything Goes only)

Best of Show (Obviously done by Parent and son) Tiger, Wolf, Bear, Webelo each

Best Effort (Most work obviously done by Cub Scout) Tiger, Wolf, Bear, Webelo each

Misc Award Certificates (all cars will be judged)

Fastest-Looking

Funniest Looking

Scariest Car

Best Scout Spirit

Thinnest Car

Best Jungle Car

Most Realistic

Most Aero- Dynamic

Most Creative

Most Patriotic

Most Animal-like

Most Accessories

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[Official Supply Examples available at BSA Stores.](#)



Official Derby Car Kit – Fig 1



Official Add-on Wheels – Fig 2

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## CAR REGISTRATION FORM

**Cub Scout Derby** is open to top 3 Pack winners in each level (Tiger, Wolf, Bear, Webelos). All regular BSA rules apply. (See rules for how to register if your pack didn't have a derby)

**Anything Goes Derby** is open to EVERYONE. Not crazy about all the weight and size restrictions? Then, this race is for you! Let your imagination run wild!

**Show Off Derby** is open to EVERYONE. Don't feel the need for speed? Rather be judged on looks? Here's your chance to show off your paint and design skills.

Use this form to register your car for your District Derby (please complete 1 form for each car). Fax completed form to 912-283-6019, or mail to: Boy Scout Office, 302 Screven Ave, Waycross, GA 31501

Cost of the event is **\$2.00 per car** to offset the cost of the trophies, patches and ribbons. Complete rules can be found at [www.oacbsa.org/pinewoodderby/rules](http://www.oacbsa.org/pinewoodderby/rules)

COASTAL – Needwood Middle School Gym. Check-in at 10 AM, Derby starts at 11:15 AM.

SATILLA – Southside Baptist Church 3439 Knight Ave. Check-in at 9 AM, Derby starts immediately after registration is complete, Awards Ceremony at approximately 1 PM.

OSPREY – Camden Recreation Center Community Room. Check-in is 7-9 AM, **Cub Scout Derby** begins at 9:15, **Anything Goes Derby** begins at 1 PM, **Show Off Derby** awards at 2 PM.

Please PRINT

Car owner: \_\_\_\_\_ Phone: (\_\_\_\_) \_\_\_\_\_

Representing:  Pack  Troop  Crew Unit # \_\_\_\_\_

Each car may compete in multiple derbies. Mark all that apply to this car:

Competing in:  Cub Scout Derby →  Tiger  Wolf  Bear  Webelos

This car won first, second or third place in the Pack Derby.

Our pack did not have a qualifying derby before the District Derby (see rules for details).

Anything Goes Derby

Show Off Derby

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### Osprey District 2010 Pinewood Derby Volunteer Form

**TO MAKE THIS EVENT A SUCCESS, WE WILL NEED THE HELP OF VOLUNTEERS. PLEASE COMPLETE THIS FORM, OR CONTACT YOUR DISTRICT EXECUTIVE AND VOLUNTEER TO HELP WITH ONE THE AREAS LISTED BELOW.**

Membership on the project team is open to all leaders and parents, and has more to do with motivation than skill because those who want to succeed will learn/do whatever it takes to ensure OUR SCOUTS have fun and learn a few things.

If you'd like to be a member of the project team, please provide the following information (NLT Feb 10).

Name: \_\_\_\_\_

Ph#: H (    ) \_\_\_\_\_ - \_\_\_\_\_ Cell (    ) \_\_\_\_\_ - \_\_\_\_\_

Email: H \_\_\_\_\_ Work \_\_\_\_\_

Here are a few of the areas/teams that we may need to create/evolve. Some clearly could be managed/manned by the same people. Some could be (possibly should be) manned by volunteers not directly involved in the planning such as local military personnel, older Boy Scouts, maybe even another district's leaders, etc.

- **Master of Ceremonies**
- **Sponsors/Funding**
- **Derby Clinic**
- **Pit Crew (repairs)**
- **Track Finding/Setup/Repair**
- **Registration**
- **Starters**
- **Decorations**
- **Finish Line**
- **Refreshments**
- **Crowd Control**
- **Results Chart**
- **Awards**
- **Cleanup**

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By the way....

# HAVE FUN

