



# DERBY RACE

Join us for a fun evening of racing and friendly competition. Each participant will receive a car kit and fun patch. Please see attached for official rules.

Each car will race down the track 3 times. Awards will be given for both speed (top 3 overall) and design in the following categories:

- |                      |                             |  |
|----------------------|-----------------------------|--|
| <b>Most Creative</b> | <b>Funniest</b>             | <b>Meme Award</b>  |
| <b>Most Sparkle</b>  | <b>Top Gamer Car</b>        | <b>Favorite Book Theme</b>                                   |
| <b>Animal Theme</b>  | <b>Most Food/Candy-like</b> | <b>Sloth Award</b> (slowest car)                             |
| <b>Most Colorful</b> | <b>Disney Movie Theme</b>   | <b>Juliette Award</b><br>(best representation of the GS Law) |

## REGISTRATIONS ONLY ACCEPTED AT THE MARCH 5<sup>TH</sup> LEADER MEETING (DUE BY 7PM)! \*LOTTERY SYSTEM\*

Cash concessions, including pizza, will be available for purchase at the event to help fund Life Time Memberships for graduating senior Scouts.

This is a SU 440 event, NOT a troop fundraiser.

**Registrations will be due by 7pm at the March Leader Meeting on 3/5/19.** \*Registrations will be randomly picked using a **lottery system** during the Leader Meeting. You will be notified by the end of the meeting if your troop will be participating in the Derby Race and you can pick up the cars for your troop at that time.

Troop #:	_____	Level: <input type="checkbox"/> Brownie	_____ X \$20 =	\$ _____
Leader:	_____	<input type="checkbox"/> Junior	_____ X \$20 =	\$ _____
Phone:	_____	<input type="checkbox"/> Cadette	_____ X \$20 =	\$ _____
E-mail:	_____	<input type="checkbox"/> Sr & Ambassador	_____ X \$20 =	\$ _____
			<b>TOTAL</b>	_____

Make check payable to **SU 440** and list the names of all participating scouts on the back of this registration sheet.  
Questions? Mandy Evans [mandyevns@hotmail.com](mailto:mandyevns@hotmail.com) or (425) 466-0400 cell

PACIFIC CASCADE  
MIDDLE SCHOOL  
COMMONS

24635 SE ISSAQUAH  
FALL CITY RD  
ISSAQUAH, WA

WHEN: FRI, 5/10/19

TIME: 6:30-8:30PM

WHO: BROWNIES,  
JUNIORS, CADETTES,  
SENIORS AND  
AMBASSADORS

COST: \$20

INCLUDES CAR KIT &  
FUN PATCH

REGISTRATIONS ONLY  
ACCEPTED @ MARCH  
5<sup>TH</sup> LEADER MEETING  
DUE BY 7PM

\*LOTTERY SYSTEM\*

GIRL SCOUTS OF  
WESTERN  
WASHINGTON  
SU 440

MANDY EVANS  
MANDYEVNS@HOTMAIL.COM

# SU 440 DERBY RACE

**When:** Friday, May 10, 2019 from 6:30-8:30pm

**Where:** Pacific Cascade Middle School Commons, 24635 SE Issaquah Fall City Rd, Issaquah, WA

**Cost:** \$20 includes official BSA car kit and fun patch

**Awards:** Speed Trophies will be awarded to the top 3 fastest cars overall

Design Trophies will be awarded in the following categories: Most Creative, Most Sparkle, \*Animal Theme, Most Colorful, Funniest, Top Gamer Car, \*Most Food/Candy-like, \*Disney Movie Theme, \*Meme Award, Favorite Book Theme, \*Sloth Award (slowest car) & Juliette Award (best representation of the GS Law)  
\*2019 new category; (Note: the host troop is not eligible to win design awards)

## Rules & Car Specifications

- The car must have been built in the current Scout year (after September 2018) using an official BSA car kit.
- The car must be Scout-made but adults are encouraged to actively participate.
- All cars must be weighed in and inspected on Impound Day (see info below). Once weighed and inspected, cars will remain with the Race Staff until after the race. **NO MODIFICATIONS can be made after Impound Day.**
- Wheels can be sanded to remove ridges, but may not be tapered.
- No wheel bearings, bushings or washers of any type may be used (except as weights if desired). The car may not have any type of springs or self-propelled starting devices.
- **Only dry lubricant may be used** and it can only be applied to areas where wheels come in contact with car/axels.
- The **maximum weight of the car may not exceed 5 ounces**. The scale used at Impound Day will be the official scale. **BRING WEIGHTS WITH YOU** to make final adjustments. Weight is the single most important factor in the car's speed. Weights must be securely attached by glue or screws. Weights may **NOT** be attached using tape!
- Dimensions for the finished car are as follows:
  - Width cannot exceed 2 ¾ inches, including wheels and axles
  - Length cannot exceed 7 inches (no portion of the car may extend past the starting peg on the track)
  - Height cannot exceed 4 ¾ inches
  - Ground clearance must be at least 3/8 inches
  - Minimum width of car where the axles are inserted into the body must be 1 ¾ inches
- Added accessories such as decals, windshields, driver, etc., are permitted from other sources and may be used as long as width, length and weight restrictions are met. Accessories must be permanently attached. No cars with wet paint or sticky surfaces will be allowed. Colored wheels with the BSA insignia are permitted.
- Race Staff will use care to place all cars on the race track starting line in a consistent manner. Participants and Spectators are not allowed to comment, contest or otherwise complain about the placement of a race car on the starting line. 😊
- If a car leaves the track, interferes with another car, loses a wheel, or suffers some other similar mishap, the heat will be re-run. If the same car has problems on the second run, the car will be disqualified.

## Impound Day:

- Impound Day is on **Sunday, May 5th from 2:00-5:00pm** at Nicole Rich's Garage 1630 28<sup>th</sup> Ave NE, Issaquah 98029 (Issaquah Highlands Neighborhood) Phone: 425-941-9437 (Nicole's cell)
- No cars will be accepted for weigh-in before or after Impound Day.
- If you are not available for Impound Day, please send your car in with another Scout Family or Troop Leader.
- Once weighed, inspected and turned in, cars will remain with the Race Staff and will not be sent home until after the race. **NO MODIFICATIONS** can be made after Impound Day.
- Drills, handsaws and glue will be available Impound Day. Any other tools and **WEIGHTS** needed to make final adjustments must be brought with the Scout and family.

**PLEASE DO NOT HESITATE TO CONTACT MANDY EVANS WITH ANY QUESTIONS!  
425-466-0400 OR MANDYEVNS@HOTMAIL.COM.**

# COACHING HINTS FOR PARENTS

- Help your child plan a schedule to prevent a last-minute project and allow time for her to do her best. You need **at least** one day to cut/sand the car and another to paint/decorate.
- Help your child understand the rules and specifications.
- If your child chooses to use a design template (attached), help her trace it on the block of wood from the kit.
- Guide her in the use of tools in the shaping of the car and encourage her to sandpaper the wood to a smooth finish.
- Help your child feel that this is a joint project, with her doing as much of the work as possible.
- Help your child to understand that “doing your best” is as important as having the fastest car.
- Help your child feel a sense of pride and satisfaction when the car and race are finished. Share it with your daughter. You have both earned it!
- Spending time with your child helping her “do her best” will be remembered by both of you long after the race is finished.

## SPORTSMANSHIP

The first thing to remember about sportsmanship is that everyone’s skills are a little different. Some people are better than others at certain skills. You may be good at one thing but not as good at another. This doesn’t mean that you are a good person one time and not good at another. You can always be a good person, whether or not you have good skills for racing. Remember, you and your friends are individuals first and racers second. This idea is sometimes called having **respect for myself and others**.

The second thing to remember is to follow the rules. Without rules, there would be no Derby. You will never know if you are really good at doing something if you don’t follow the rules. This is sometimes called being **honest and fair**.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You know this when you choose to compete. There are times that you will win and be happy, and times when you will lose and be unhappy. Being a winner is easy, but being a loser is sometimes hard. To be a good sportsman, you must be able to say “I did my best.” and be satisfied with the results. To be a good winner means to be **considerate and caring** toward all participants regardless of what place they may have finished.

Finally, **HAVE FUN!**

# BASIC CAR TEMPLATES

