

## Pinewood Derby Weigh In Volunteer Guide

### ***Weigh In (set up 6:00 pm, work 6:30-8:30)***

**Weigher** - Weigh the cars. Must be less than 142 grams. If the scale settles on 142 it is too heavy. Bouncing from 141.5 to 142 is OK.

**Inspector** - Follow the inspection guide. The inspector should be the committee chairman or assistant chairman.

**Pit Pass Person** -Check scout's name off on the race roster (or write name in if it is an Open Division participant.)

- Assign each racer a number and put it on the race roster and on the pit pass.
- On the pit pass, fill in the scout's name and circle the division. Hand the pit pass to the Car Labeler.

**Car Labeler** - Reading from the pit pass, label the bottom of each car with the scout's name, division (Tiger, Wolf, etc.), and race number in permanent black or white ink.

- Give the scout his pit pass and remind him to bring it on race night.
- Remind the scout to wear his uniform on race night!*
- Monitor and help with scout stowing car in shoe box and direct him to appropriate impound box. Make sure shoe box is clearly marked with racer's name and division. Use masking tape to write on the box if necessary.
- Monitor scout stowing car in appropriate impound box.

**Make Pit Passes** - The Recorder and Labeler can make pit passes while they wait.

- Punch a hole in the pit pass.
- Cut 3 feet of yarn for each pit pass.
- Make a closed loop out of the yarn by tying a single overhand knot in the ends of the piece of yarn. Then attach the loop to the pit pass with a cow hitch (ring knot).

**Builders** - Help people get their cars ready.