

Lutheran Girl Pioneers, Inc.

Pine Car Derby Guidelines for Caravans and Districts



Lutheran Girl Pioneers

www.lgp.org

girlpioneers@gmail.com 608-781-5232

Dear Girl Pioneers Leaders,

This point-form guideline is intended to help you plan and run your caravan's and/or district's pine car derbies. We hope your caravan and district will participate in this fun activity, giving the girls the opportunity to take part in the "larger picture" of the international nature of the Lutheran Girl Pioneers ministry.

Please contact the National Office with any questions or concerns regarding the Pine Car Derby!

Loyal to Christ,

Christine Bohn
Executive Director

Table of Contents

Pine Car Derby Guidelines: Caravan.....	3-8
Planning.....	3
Expenses.....	4
Pine Car Construction.....	4-5
The Derby.....	5-7
Awards.....	7
District Race.....	8
International Race.....	8
Craft Judging Guidelines.....	9
Sample Schedule of a Pine Car Derby.....	10
Pine Car Derby Guidelines: District	11-13
Planning.....	11-12
Expenses.....	13
Registration.....	13
International Derby.....	13



Pine Car Derby Guidelines: Caravan

1. Planning

A. Order cars early

1. Cars kits (block, axels, wheels, and hubcaps) and wheel kits (axels, wheels, and hubcaps) are available through the National Office
2. To qualify for the International Derby, the car kits MUST be purchased through the National Office

B. Plan your derby when you plan your year

1. Check with your district to make sure you schedule your derby before the district race
2. Arrange to borrow a track or make sure your track is in good working order prior to the race
 - a. If a track is unavailable, you can also have your girls just participate in the craft category
See the official rule guide for the parameters of craft cars
3. Check with your pastor/principal and reserve the race space
4. Advertise your derby in your church newsletter/bulletin prior to race date
 - a. Be sure to follow up with a group picture and a list of the winners
5. Arrange for help if your caravan will operate a concession stand during your race
 - a. Be sure to check with your pastor or councilman in charge of your Pioneers before deciding to charge at your concession stand
 - b. If your pastor/councilman agrees that you can sell items at your concession stand, be sure to price things reasonably and let attendees know what you will spend the "earned" money on
 1. You can use the revenues to pay for:
 - Cost of sending the cars onto district and international races
 - Offset the cost of LGP Summer Camp for your girls
 - Offset the cost of an outing or activity for your caravan
 - Pay for Derby materials and/or supplies (like car kits, purchasing your own caravan's track, awards, or décor)
 2. Keep the menu simple
 3. Delegate some or all of the work
 - Ask for parent help, or enlist your ladies' group
 4. A half hour before closing time, reduce the price of your items to ensure you have minimal left-overs

2. Expenses

- A. Cost of kits (currently \$3.75 per kit; extra wheel sets \$1.50)
 - 1. You will need to decide if the cost of creating the car (sandpaper, paint) falls on the girls or if the caravan will furnish the supplies
- B. Ribbons (currently \$1.00 each through the National Office) or other awards
- C. Registration costs for district race and the international race
 - 1. Also include the cost of shipping if you are unable to attend
 - 2. Will the caravan pay for this expense or will that fall to the girls?
 - 3. Registration for district and international races should be completed by the Caravan Counselor, even if the girls' families are responsible for payment
 - a. Be sure to write on the bottom of each car the girl's name and caravan number
 - b. If you are mailing your car in, be sure to include a return address with the car
- D. Track and software
 - 1. You can build your own pine car track. Here are two different plans you can use:
 - <https://www.pinewoodpro.com/images/pinewood-derby-track-plan.pdf>
 - <https://www.pinewoodpro.com/images/GP%20Track%20Plans.pdf>
 - 2. Purchasing a pine car track is also an option. Call the National Office for recommendations for pine car tracks and software
 - 3. Electronic finish lines and software are recommended for ease of the finish line judge, but not necessary to run a race

3. Pine Car Construction

- A. Building the car
 - 1. The responsibility of designing, creating, and decorating the car falls on each girl
 - a. Regardless of age, girls can draw out the design
 - b. Younger Pioneers will need help with cutting out the cars; older girls can help under the supervision of a responsible leader or parent
 - c. Each girl should do as much of the work as possible; younger girls will need more help, older girls less
 - d. Please see the current rule book for specifications
 - 1. This can be found at www.lgp.org
 - 2. Remember that there may be differences between LGP rules and Boy Pioneer rules
 - 3. Cars that do not meet LGP specifications may be disqualified
 - 4. Please see the LGP booklet "Insider Tips and Tricks" for a detailed list of what is and what isn't allowed on LGP pine cars

B. LGP meetings

1. You can either have the girls build their cars entirely on their own or you can schedule time in your meetings to work on the cars
 - a. If you work on the car during meetings, you can schedule an extra meeting where you have someone working the saw and have supplies to sand and decorate the cars
 - This type of meeting is helpful especially if you have one or more girls who wouldn't have someone to help them at home
 - If you need help, ask someone in your congregation who is handy with tools to help you; be sure to send them a thank you note!

4. The Derby

A. Date

1. The International Race is always in April
 - a. Most caravans host their local race in February or early March
 - b. Be sure to check with your local district for their date before setting your caravan's date to ensure enough time to get your winning cars to the district race
2. You can schedule your derby during a regular meeting or on a different day/time

B. Entrance fee

1. This is optional and most caravans do not charge an entrance fee to the local race
2. If you do charge an entrance fee, you can use that entrance fee to offset the cost awards (ribbons, trophies, etc.) or district or international race fees

C. Publicity

1. Be sure to keep your church members informed of the date and time of your local race
 - a. Advertise on your LGP bulletin board
 - b. Ask your church/school secretary to put a blurb in the bulletin or newsletter
 - c. You can also invite your community to come join the fun by placing a news release in your local paper
 - Be sure to send another news release after the race with a group picture of your girls and a short article about the race

D. Hall or gym set up

1. Set the hall or gym up so there is sufficient room for people to move about but not get too close to the track
 - a. Do not allow anyone to run or play around the track

- b. Set up seating (or pull out bleachers) to ensure your spectators will have a place to sit where they can clearly see the track
- c. Your master of ceremony (MC- the person calling the race and announcing awards) may need a microphone if your space is large
- d. Pit area
 - Having an area where parents/guardians can make adjustments prior to the racing is a good idea; you may want to have a table set up with small screwdrivers, extra weights, lubrication for axles, and a scale available
 - Once cars are registered and weighed, girls/parents should not be able to make any adjustments
- e. Concessions stand should be in an area away from the cars; be sure to have garbage cans handy and keep liquids away from the track

E. Car Registration

1. All cars must be weighed prior to racing
 - a. Per National rules, cars must weigh 5 ounces or less
 - b. The same scale should be used to weigh all the cars
 - c. Extra weight may be added or removed from the bottom of the car– be sure that weights do not drag on the track
2. Labels for cars
 - a. If your caravan is small, you may not want to number your cars, but if you have more than 10 cars, it may be easier to number your cars
 1. Example: the Sunbeam category could be numbered like this: SB-1, SB -2, etc.; Traveler/Trailblazer category could be numbered like this: TT-1, TT-2, etc.; Homesteader/Spinner category could be numbered like this: HS-1, HS-2, etc.
 2. Either numbered or just using names, this is how your MC would call the cars to the track
3. Categories
 - a. At the local level, each car is able to participate in both craft and speed. Some districts allow this as well, but at the international level, girls must choose one or other; cars are not able to be both speed and craft cars

F. Craft cars

1. Impartial judging should be done before the racing begins
 - a. Ask members of your congregation to help with this
 1. Judge cars at appropriate levels
 - Categories at the international level are:
 - Sunbeams
 - Traveler/Trailblazers
 - Homesteader/Spinners

2. See the LGP International Pine Car Derby Rules for details about how many cars can move on to the International Race
 - Find the rule book at www.lgp.org
3. Be sure the cars are where spectators can see them
4. Some caravans have a People's Choice award where spectators can vote on their favorite car

G. Speed cars

1. Set up the track prior to the race
 - a. Run several cars to make sure that everything works
 - b. An electronic finish, while not required to run a race, will become invaluable to you. Benefits include:
 - Less disagreement (one person may think a car finished first, where your judge may believe a different car finished first)
 - Determining who finishes first when cars are finishing within milliseconds of each other is very difficult
2. Officials for the race
 - a. MC (the person who calls the race)
 - b. Runners (two-four people who carry the cars to the top of the track and then bring them back to the table after they've finished the race)
 - c. Finish Line Judge (decides places of finishing cars if no electronic finishing or the person who runs the electronic finishing)
 - d. Starter (the person who places the cars on the track and releases the cars to race)
3. Racing
 - a. The finish line judge has the final say in any racing disputes
 - b. Cars can be disqualified for any of the following reasons (but not limited to...)
 - Cars that loses its wheels in two separate heats
 - Any car whose design interferes with the starting mechanism or track in any way
 - Cars that were not purchased from the LGP National Office
 - c. Use the LGP International Rule Book to help you determine how to race your cars

5. Awards

- A. Cars, at a local level, can compete and win in both craft and speed
 1. Girls can decide to send their car to the district (or international race, if no district race) for either craft or speed
- B. The National Office has participation ribbons available for purchase
- C. You can offer other awards as your caravan determines appropriate

6. District Race

A. Be sure to check with your District Council or District Counselor to find out details of the district race:

Date, Time, Location, How to register and pay for your caravan's cars

B. Offer your help as you're able to ensure a successful district derby

C. Attend the race on behalf of your girls and caravan; encourage your girls and their families to attend, if they are able

1. If your girls aren't able to attend, bring or send cars to the district derby

7. The International Race

A. If you have a district derby

1. Your District Counselor will let you know what to do

B. If you have no district derby

1. You will receive an email from the National Office in March that will let you know how to register for the International Derby

a. If you do not receive this email, please reach out to the Office to ensure that they have your current email address

C. Offer your help as you are able to ensure a successful derby

D. Attend the race on behalf of your caravan as you're able; encourage your girls and their families to attend if they are able, as well



Craft Judging Guidelines

There are five categories of judging for each car with a value of 1-10 points per category. There is a possible 50 points that can be earned. We do not judge the bottom of the cars.

The levels for the girls are: Sunbeams (Kindergarten through 2nd grades), Travelers/Trailblazers (3rd through 6th grades), and Homesteaders/Spinners (7th through 12th grades). When judging, please take into account the age categories.

Listed below are the categories and a description of what to look for.

DETAIL

How well did she pay attention to the small details when designing and building her car? Did she make the extra effort needed to try to attain a beautiful car?

PAINT

Is the paint job neat? Did she use more than one color? Does the finish make sense in regards to the design of the car? Do the colors match the style of the car?

WORKMANSHIP

Did she make sure the car was smooth and neat? Did she do anything that required special skills or extra work?

SYMMETRY

Does the car have neat, even lines? Does it look balanced?

ORIGINALITY

Is the design unique? Does it show creativity in its styling?

The only items that may be added to an LGP pine car are stickers or decals. All parts of the design must be made from cut-away portions of the car block. See "Insider Tips and Tricks" for a complete list of things that are acceptable to use on the pine cars.

Sample Schedule of a Pine Car Derby

You can change this schedule to fit your caravan or district. The number of racing cars is going to dictate how long the derby will last.

Schedule of Events

10 am	Concessions open
10-11 am	Registration opens
11- 11:15 am	Welcome/Announcements National Anthem Opening devotion
11:30 am-12:30 pm	Races begin Craft judging*
12:30-1:15 pm	Championship races
1:15-1:30 pm	Break
1:30 pm	Presentation of Awards
2 pm	Closing prayer Closing announcements

*You can judge the craft cars prior to the racing if craft cars are able to participate in racing and craft. If you choose to not allow this, then craft judging would take place during the racing.

Pine Car Derby Guidelines: District

Lutheran Girl Pioneers and Lutheran Boy Pioneers are two separate organizations and may have different rules for their International Races. Please use the Lutheran Girl Pioneers Pine Car Derby Rule Book when planning and implementing a district derby.

1. Planning

A. The District Council should form a derby committee

1. Include member(s) from the host caravan and the District Counselor

2. Form this committee early (at your fall district meeting)

3. The derby committee will:

a. Find a host caravan

b. Set a date (usually in March)

c. Publicize the derby

- With a news release in the local paper

- With an email to all district caravans

- Notify the National Office of the date and location

d. Set the fee and let all district caravans know

-Fee should cover:

Awards

Shipping to and from International Race

Décor

(Optional) Donation to host caravan

e. Work with host caravan to ensure:

- Reservation of hall or gym

Registration table, pit area, craft area, seating, awards

Microphone for MC

- Concession stand (and where the proceeds will go)

Keep the menu simple and prices reasonable

- Clean up crew in place

- Track/equipment procurement

Who's bringing it; who's setting up; who's running it;

who's tearing it down; who's taking it

- Singer for the National Anthem (optional)

- Pastor to give an opening devotion

- MC for the race (good options for this position would be the District Counselor or district president)



- f. Helpers needed (not all these positions must be filled; you may find that you need more or less people depending on the size of your district and the workers' abilities)
1. Master of ceremonies (MC)
 - This person calls the races, announces the awards, and keeps the day moving
 2. Pastor
 - Leads an opening devotion; perhaps closes the day with prayer
 3. Concession stand leaders and workers
 - Most likely this will be run by the local caravan
 4. Registration table
 - Registers cars as they are brought; takes the cars to the appropriate place (craft table or speed table), receives payment (if not required before the day of the race), weighs the cars, and makes sure that they don't have anything on them that would disqualify them
 5. Pit table
 - This person would assist the girls in making sure that their car is ready to be registered
 6. Craft judges
 - Three people who will judge all the craft cars; the leader will add up all the results and give the results to the MC when it's time to hand out awards
 7. Set up/tear down crew
 - This crew would ensure all tables , the track, seating for spectators are set up and at the end of the event are taken down
 8. Runners
 - Two to four people who will bring the cars to the top of the track and then take them back to the table after the race is complete
 9. Finish line judge/computer operator
 - This person has the final say in any disagreement; they will be in charge of the electronic finish line and its software
 10. Clean up crew
 - This crew will ensure that the facilities are left clean and in order

2. Expenses

A. Décor

1. Racing flags, tablecloths, etc.

B. Registration table

1. Scale, extra weights, extra wheel kits, sharpies, pens

C. Printing

1. Registration forms (if you don't do them online)
2. Directional posters for venue
3. Craft judging sheets (you may want to supply clip boards as well)
4. District derby book (optional)
 - a. Include in the book a schedule for the day, a map of the venue, LGP Derby rules, a list of participants

D. Track/Software (if your district wants to purchase their own equipment)

E. Awards

1. The National Office has district participant ribbons you can order
2. You can use trophies, medals, or ribbons
 - a. The International Race goes to 6th place, but you can go as far as you'd like to

3. Registration

A. Notify all district caravans via post or email

1. Be sure to do it early so caravans have enough time to plan their local derbies

B. Duties

1. Receive registration forms and fees from caravans and record them
2. Confirm registrations came from active caravans
 - a. Your District Counselor has this information
3. Prepare a master list for the registration table and the finish line judge
4. Ensure each car is properly identified and numbered
5. After the race, mail back cars that were sent in
6. After the race, collect all the cars going to the international race that the District Counselor is mailing in and give to the District Counselor

Refer to the Caravan Guidelines for specific race day instructions.

4. International Derby

A. You will receive an email from the National Office in March that will let you know how to register for the international derby

1. If you do not receive this email, please reach out to the Office to ensure that they have your current email address.

B. Offer your help as you are able to ensure a successful derby

C. Attend the race on behalf of your caravan as you're able; encourage your girls and their families to attend if they are able, as well

