



Race Time

Cub Scouts · Elective · Arrow of Light rank

Name

Started

Completed

Race Time lets you build and race a Pinewood Derby car or Raingutter Regatta boat. This time you'll also help younger scouts get ready. Being a good mentor and sport is part of the win.

Requirements

Every official requirement, in plain language. Check the official wording when you sign off (scouting.org/cub-scout-adventures/race-time-aol/). Tips and examples are ideas, not extra requirements.

- ☐ **1** With an adult supervising, build a Pinewood Derby car or Raingutter Regatta boat

Tip: Sketch your design, then build it with an adult supervising any tools.

Example: Sketch your design, have your adult supervise any sawing or drilling, then sand, paint, and add weight up to the limit. For a boat, shape the hull, add a sail, and test it in a tub.

- ☐ **2** Learn the race rules for the vehicle you chose in requirement 1

Tip: Read your pack's rules for size, weight, and parts before you start.

- ☐ **3** Mentor a younger den as they get ready for the race

Tip: Help a younger den with design ideas or rule checks. Be patient and encouraging.

Example: Mentoring might look like showing Tigers how to check their car's weight, explaining a rule they're confused about, or helping them sand. Let them do the work, and cheer them on.

- ☐ **4** Before the race, talk with your patrol about how you'll show good sportsmanship during it

Tip: Talk with your patrol about cheering for others and being a good winner or loser.

Example: Talk with your patrol about how to act as older Scouts on race day: congratulate every racer, help younger kids who feel sad about losing, and thank the race volunteers.

- ☐ **5** Take part in a Pinewood Derby or Raingutter Regatta race

Tip: Race your vehicle and cheer on everyone, especially the scouts you helped.