

Tiger Race Time Adventure Loop

If you would like your Scout to earn the Tiger Race Time Adventure Loop for his participation in the Pinewood Derby, please complete the following activities. This Adventure Loop has four requirements. The hyperlinks below have been edited/shortened so please click on them directly on this page rather than typing them manually.

1. Guide your Scout as he completes page 45 in his Tiger Handbook. Assist your Scout in designing, cutting, sanding, assembling, and painting his Pinewood Derby car. This fulfills Requirement 1.
2. In order to fulfill Requirement 2, discuss the rules of the Pinewood Derby. These can be found here: <https://scoutlife.org/hobbies-projects/pinewood-derby/157283/official-rules/>. Create a matching game with your Scout but cutting up paper or index cards into squares to make 10 blank squares. Pick 5 of the Pinewood Derby rules you learned and write each of these rules on 2 squares. Then, use the squares to play a memory game.
3. In order to fulfill Requirement 3, discuss how to be a good sport with your Scout. Include these rules: always do your best, encourage others, respect the judges, and end with a handshake. Next, ask your Scout to consider the following four scenarios and ask him how a good sport would handle each:
 - During a race, one car broke on the way down the track.
 - One Cub Scout is the owner of the car that broke on the track and didn't cross the finish line.
 - One Cub Scout is the owner of the car that finished.
 - During the Pinewood Derby a Cub Scout's car came in last place.
 - One Cub Scout is the one who came in last place.
 - One Cub Scout is the one who won the race.
 - Before a race a Cub Scout sees another Cub Scout add more weight to their car after it was checked in.
 - One Cub Scout is the one who was adding weight.
 - One Cub Scout is the one who saw the other adding weight.
 - In a Pinewood Derby a Cub Scout's car came in first place.
 - One Cub Scout is the one whose car came in first place.
 - One Cub Scout is the one whose car came in second place.
4. Scan or photograph the completed page 55 in your workbook and the memory game and email or text them to your Den Leader. Let your Den Leader know that you completed Requirements 1-3.
5. The last requirement for this loop, Requirement 4, will be fulfilled by participating in the Pinewood Derby. After the Pinewood Derby, email or text your Den Leader to let him/her know that you have completed all of the requirements for this loop.

