

CUB SCOUT PACK 98
PINEWOOD DERBY
HOW-TO GUIDE

1. Job Description.
 - 1.1. Committee. The Pinewood Derby one of Cub Scouting's most memorable events. It is both a car race and car show. The Scouts construct model cars from blocks of wood and can win awards for appearance as well as speed. The Derby includes two Technical Workshops, an Optional Weigh-In and the Derby itself. This event requires a strong, active and large Committee to perform all of the tasks involved.
 - 1.2. Chair. The Chair of this event is responsible for all Committee coordination activities. Strong organizational, motivational and leadership skills are required here. The Chair will typically host one or two meetings in the months prior to the Derby to collect and coordinate the status of all of the other Committee members and to assign/coordinate additional tasks. During the races, the Chair will also act as the behind-the-scenes coordinator of the event, coordinating solutions to all unforeseen emergencies should (when) they arise.
2. Purpose. This Guide is intended to be a "one-stop" guide to running the Pinewood Derby, although it needs to be read in conjunction with (a) Pack 98's "So You Want To Run An Event?" and (b) the BSA's *Guide to Safe Scouting*. In putting this Guide together, many sources were reviewed and the best ideas were incorporated herein, so there really is no need to do it again. If you are so inclined, however, here are some useful resources:
 - 2.1. Virtual Cub Scout Leader's Handbook. The *Virtual Cub Scout Leader's Handbook* on the Web (the "Virtual Handbook"), which is maintained by Pack 215 of Walnut Grove, California, contains hundreds of pages (including links to other pages) devoted to the Pinewood Derby covering virtually every conceivable topic relating to the Derby. Copies of some of the pages from the Virtual Handbook are included in the Pinewood Derby Resource Book, and should be reviewed in

conjunction with this Guide. (The address of the Virtual Handbook is www.geocities.com/~pack215/home.html. It can be accessed through a link on the Pack 98 Website under "Pack Resources.")

- 2.2. US Scouts Website. A similar Website is *Cubmaster.Org*, which is maintained by a network of people around the country. It contains dozens of pages (including links to other pages) devoted to the Pinewood Derby. (The address of the Virtual Handbook is www.usscouts.org/cubmaster/powwow.html. It can be accessed through a link on the Pack 98 Website under "Pack Resources.")
3. Safety. Before each Derby, the Chair should read the BSA's *Guide to Safe Scouting*. A copy of the *Guide to Safe Scouting* should be included in the Resource Book for the event or may be accessed through the Pack Website under "Web Resources." (Keep in mind that the *Guide* is updated from time to time. If you rely on a hard copy, please check the virtual version to identify any changes.)
4. Rules and Procedures. The Official Pack 98 Pinewood Derby Rules and Procedures are set forth elsewhere in the Resource Book. The Derby Rules and Procedures contain a lot of critical information pertaining to the Pinewood Derby, and should be read in conjunction with this Guide.
5. Overview of Derby Night
 - 5.1. Where and When. The Pinewood Derby is usually held at the Terrill Middle School Cafeteria on a Friday evening (not the normal Wednesday evening), since it can run fairly late.
 - (a) The date of the Pinewood Derby is normally determined at the end of the preceding Pack Year (usually in June) by the Pack Leaders as part of their Annual Planning Session. In September, check the Pack Calendar on the Website to ensure that the date is good for you.
 - 5.2. Schedule. In the past, there have been complaints that the Derby dragged on too long. Try to adhere to the following schedule:

(a) Set Up	5:30 - 6:30 p.m.
(b) Registration	6:30 - 7:00 p.m.
(c) Racing & Awards	7:00 - 8:30 p.m.
(d) Tear down and clean up	8:30 - 9:00 p.m.
 - 5.3. Divisions. The Scouts are divided into five "Divisions" as follows:
 - (a) Division 1: Tiger Cubs
 - (b) Division 2: Wolves

- (c) Division 3: Bears
 - (d) Division 4: Webelos 1
 - (e) Division 5: Webelos 2
- 5.4. Registration, Etc. The Registration, Weigh-in, Sizing and Check-in starts at 6:30 p.m., with the Tiger Cubs. The Bears and Wolves should come at 6:45 p.m. and the Webelos at 7:00 p.m.
 - 5.5. The Track. The set up of the track will have to begin well in advance. Once it is set up, the Committee will set up tables as a barrier to keep people away from the track.
 - 5.6. Winners Based on Times, not Heats. The winners (1st, 2nd, 3rd) are based on times, not winners of heats. Some Scouts get upset if they win heats but don't win a prize. The MC must make that clear.
6. The Pinewood Derby Committee. As the preceding section demonstrates, a successful and fun Pinewood Derby is *highly dependent* on the work of the Pinewood Derby Committee. Begin to assemble this group of volunteers early in the Scouting year. In November, by which time the Tiger parents should have their feet on the ground, focus on recruiting Tiger and Wolf parents -- after all, they'll be running the Derby in a couple of years and need to learn the ropes. It is important to try to bring in several Pinewood Derby veterans to maintain the continuity you get from experienced people who know what works (and what doesn't). The following job descriptions illustrate the responsibilities of each position (detailed descriptions of their job responsibilities are set forth after the following list):
 - 6.1. Chair (1 adult/[Stuart Solsky](#)). See "Job Description" above.
 - 6.2. Assistant Chair (1 adult/[Carl Ciottoni](#)/[Isaac Zaksenberg](#)). The Assistant Chair assists the Chair in all respects. The Assistant Chair is expected to succeed the Chair when the Chair leaves the Pack.
 - 6.3. Master of Ceremonies (1 adult/[Byron Miller](#)). The MC is the Committee's "mouth" during the Derby. He/she announces all races and racers, all results and all other general communications during the event. The MC also presents all awards to the Scouts.
 - (a) See the "Pinewood Derby Songs and Yells" in the Virtual Handbook under "Pinewood Derby Planning Resources."
 - 6.4. Tech Team/Pit Crew (3+ adults: [Tom Loop](#), [Byron Miller](#), [Eli Rauch](#) and [Carl Ciottoni](#)). We will conduct two Technical Workshops prior to the Derby. The first should be held about 5 to 6 weeks prior to the Derby and the second 2 or 3 weeks prior to the Derby. These should be hosted by individuals who understand woodworking, tool safety and

Derby car construction techniques. During the Derby, this team becomes the Pit Crew, and assists with wheel/axle lubrication and any car repairs that might be necessary should cars fly off of the track, get dropped, etc.

- 6.5. Trackmaster Team (1 person does this, while others pitch in to help set up/Byron Miller). This team is responsible for track setup and repair.
- 6.6. Starters/Finishers (2 adults/ Scott Schaffer and Jay More). This team is responsible for staging and starting cars and working the finish line during the races.
- 6.7. Registration Team (2 adults and the Den Chiefs/ Tom Allen and ????). Traditionally, the Den Chiefs handle this with oversight from an adult. Two Den Chiefs should be responsible for check-in, weighing, sizing and conformance to the car construction rules.
- 6.8. Rules Team (second job; all should participate/ Tom Allen, Byron Miller, Jay More, Isaac Zaksenberg, Stuart Solsky and ????). This team is responsible for the creation, approval and distribution of the Pack 98 Pinewood Derby Rules and Procedures. The Rules Team can consist of all interested Pinewood Derby Committee members. Key players in the process are the Chair, the Registration Team and the Trackmaster Team, even though all Committee members can participate.
- 6.9. Decorations Team (1 adult, with help from others/ Jorge Colon Sr. and ????). These individuals are responsible for all Derby-day decorations.
- 6.10. Refreshments Team (2 adults/ Jenny Daboub and ????). This team responsible for the refreshments and snacks during the event.
- 6.11. Results Chart Team (1 adult/ Tom Allen). This team posts the results of the races for the crowd to see.
- 6.12. Awards Team (Dave Antolick and ????). This Team is responsible for preparing the Flyer, developing an award program, purchasing awards and patches and selecting the winners of the various categories.
- 6.13. Other Activity Team (2+ adults/ Frank Gaglioti and ????). In addition to the electronic track, Pack 98 has an old track that the Scouts can use to race for fun. In the past, we have handed out Styrofoam car kits that Scouts and siblings can use to create cars on the spot and race them. This is a great activity that keeps the kids busy.

- 6.14. Crowd Control/Cub Escorts (Den Leaders). The Den Leaders and Assistant Den Leaders are each responsible for helping their Scouts with race day logistics (and behavior). They also need to try to keep both Scouts and parents somewhat quiet so the MC can be heard. They also help with some of the more difficult lessons that Scouts learn about sportsmanship during the races!
- 6.15. Cleanup Team (everyone). All of our Committee members (and hopefully some other parents) help with post-event cleanup.
- 7. Master of Ceremonies. The MC announces all races and racers, all results and all other general communications during the event.
 - 7.1. Winners Based on Times, not Heats. The MC must make that clear that the winners of the races are based on times, not winners of heats.
 - 7.2. Awards. With the assistance of the Awards Team (who should share the spotlight), the MC also presents all awards to the Scouts. The MC should feel free to ask the Awards Team how they came to their decisions.
 - 7.3. Songs and Yells. See the "Pinewood Derby Songs and Yells" in the Virtual Handbook under "Pinewood Derby Planning Resources."
 - 7.4. Noise Control. Even though the MC uses the PA system, the Cafeteria is cavernous and the PA system isn't powerful enough to be heard clearly over the sound of everyone talking. People have complained in the past that the races were too noisy. The MC should get the Den Leaders to help in this regard.
- 8. Tech Team
 - 8.1. Helpful Hints. The Tech Team should produce a sheet of Helpful Hints.
 - 8.2. Technical Workshops
 - (a) When. There will be two Technical Workshops prior to the Derby. The first should be held about 5 to 6 weeks prior to the Derby and the second 2 or 3 weeks prior to the Derby. The Technical Workshops are usually held from 7-8 p.m. at the First United Methodist Church.
 - (i) You must call the Church Secretary (Nancy) at 322-9222 to reserve space at the Church.
 - (b) Elements of the Workshops. People of various skill levels will attend the Technical Workshop. Therefore, this session should consist of the following:

- (i) Car Building 101 (20 minutes). This is for everyone. Hand out the Helpful Hints. Explain the basics of building the car, without repeating all of the instructions. Instead, focus on normal trouble spots and the Helpful Hints. Once this is complete, the attendees will break into two groups: "Secrets to Fast Cars" and "Hands-On Workshop" (see below)
 - (ii) Secrets to Fast Cars (Advanced). The veterans will go here. There are many ideas in the Virtual Handbook.
 - (iii) Hands-On Workshop (Remedial). Some people have never constructed a car, or who might not have the tools or skills to build the car at home. While we expect people to sand, paint and assemble their cars, designing and shaping the block of wood is overwhelming to some and may cause major procrastination and stress, making the Derby an unpleasant experience to some. We should be able to help a great deal with a Hands-On Workshop (discussed below).
- (c) Hands-On Workshop
- (i) What to Bring:
 - (A) sample cars at various stages of construction;
 - (B) paper and scissors for designing cars;
 - (C) sample weights from the Council store or other metal weights, such as lead fishing sinkers or plumbing solder; and
 - (D) tools:
 - (1) coping saws;
 - (2) tabletop band saw;
 - (3) electric drill and bits
 - (4) chisels;
 - (5) hammers;
 - (6) hot glue gun and glue sticks;
 - (7) sanding blocks;
 - (8) rasps (wood files);
 - (9) pliers;
 - (10) screwdrivers;
 - (11) punch;
 - (12) bench vise; and

- (13) board to pound on.
- (ii) Car Design
 - (A) Show a basic car design on paper.
 - (B) Have the Scouts:
 - (1) trace the side view of the car block, noting the positions of the axle grooves;
 - (2) draw a car design on the paper;
 - (3) cut it out; and
 - (4) transfer the design to the block of wood, by tracing the cut-out.
- (iii) Construction
 - (A) Demonstrate how to make the initial cuts with a coping saw, or cut the block for them on the tabletop band saw. Adults can help with power tools at this stage.
 - (B) Demonstrate detailed shaping. Instead of using a knife, encourage the use of a wood rasp with both fine and coarse teeth.
 - (C) Drill and/or chisel out a hole in the block of wood for weight to be added.

8.3. Pit Crew (Derby Night)

- (a) Generally. During the Derby, this team becomes the Pit Crew, and assists with wheel/axle lubrication and any car repairs that might be necessary should cars fly off of the track, get dropped, etc.
- (b) Repair Table. Most people want to do their own repairs. It is useful to set up the repair table and allow people to use the tools, with the Pit Crew supervising.
- (c) What to Bring:
 - (i) graphite;
 - (ii) newspapers (to cover tables);
 - (iii) pie tins (to collect excess graphite);
 - (iv) extra weights (there is a huge demand for these at the Derby; there should be a charge for these, since they are a bit pricey);
 - (v) tools;
 - (vi) glue gun and sticks;
 - (vii) extension cords; and

(viii) masking tape.

9. Trackmaster Team. This team assembles the three tracks (the electronic one for the official races and the two old ones for the Fun Race) in the weeks before the race and effect any repairs that might be necessary. During the races, the Trackmasters are also responsible for keeping the tracks fast and smooth.
 - 9.1. Borrowing the Track. From time to time, we get requests from other groups (e.g., the Girl Scouts) to borrow the track. This issue was the subject of vigorous discussion in 2001 and it was decided that the electronic track MAY NOT be borrowed. Only the old track may be loaned out.
10. Starter/Finishers. This team is responsible for:
 - 10.1. staging and starting cars and ferrying cars from the finish line to the starting line during the races; and
 - 10.2. working the finish line during the races (this involves judging car finish order as a backup for the electronic timers).
11. Registration Team
 - 11.1. When. The Registration Team works on two nights:
 - (a) Optional Weigh-In/Sizing. An Optional Weigh-In/Sizing is usually held [on a Friday and Monday afternoon one week prior to the races] [the Monday prior to the Pinewood Derby], usually from 7-8 p.m. at the First United Methodist Church.
 - (i) You must call the Church Secretary (Nancy) at 322-9222 to reserve space at the Church.
 - (ii) This weigh-in/sizing is optional; the mandatory weigh-in is at the Pinewood Derby. This one is to allow people to determine how much weight they can add or need to remove and to ensure that their cars will roll smoothly.
 - (b) Derby Day. On the day of the Pinewood Derby, this team does the official check-in, weighing, sizing and conformance to the car construction rules.
 - 11.2. Impoundment. Once the cars are registered, they will be impounded. The boys should not be able to touch the cars once they are impounded! The impoundment area should be behind the registration table and roped off.
 - 11.3. Rules. These individuals MUST be very familiar with the car construction rules. This can be a tough job!

- 11.4. Weight. The Pack owns a scale.
- (a) The weight limit is 5 ounces. The heavier the car, the faster it goes. People need to take into account the weight of paint, glue, etc. that may be added after the weigh-in.
 - (b) If the car exceeds 5 oz. at the Pinewood Derby's official weigh-in, the Pit Crew will use a drill to reduce weight from the bottom of the car.
 - (c) In the past, the weights of the cars were recorded. This is not necessary and slows the registration process. Don't do it!
- 11.5. Sizing. There will be a section of track to make sure that the car fits properly and does not bind.
- 11.6. Numbering
- (a) The cars need to be numbered. The Registration Team should get a Pack Roster from the Website and annotate it ahead of time with the numbers assigned to each Scout. This Team will need to develop a numbering scheme and publish it in the Newsletter for the preceding Pack Meeting.
 - (b) Each Scout should affix his assigned number to the car in advance. [This is a change from past practice and should be emphasized.]
- 11.7. Procedure. To speed the registration process, the Pack Roster should be split in half and each of the two registrars should take one.
- 11.8. Patches. Participation patches should be handed out at Registration.
12. Rules Team. The Rules Team must review the Rules and Procedures every year with a fresh eye.
- 12.1. Goals. The goals of the Rules Team is to produce fair, practical rules that will be known to everyone in advance. They should be simple yet comprehensive.
- 12.2. Patriot District Rules. This Team should obtain the Patriot District's Rules, and be responsible for integrating them into Pack 98's Rules and Procedures. If there are discrepancies, the Rules Team will either:
- (a) modify our Rules and Procedures; or
 - (b) make note of them in our Rules (relevant to the winners in each Division, who go to the District races).
- 12.3. This Year. The Rules Team will provide comments on the draft Rules and Procedures to Isaac Zaksenberg by 12/31/01.
- (a) Isaac: Please provide a copy of provide copies of the Patriot District's Rules to the other members of this Team.

- 12.4. Distribution of the Rules and Procedures. The Official Pack 98 Pinewood Derby Rules and Procedures should be handed out as indicated in the timetable set forth herein.
- 12.5. Revisions. Immediately after the Derby, this Team should update the Rules and Procedures to reflect any relevant occurrence at the Derby.
13. Decorations Team. This Team is responsible for all Derby-day decorations. This involves purchasing decorations and locating businesses that are willing to donate decorations.
 - 13.1. Sources. Auto parts and tire shops are GREAT sources for decorations!
 - 13.2. Track. The track can be decorated with crepe bunting.
 - 13.3. Examples. Examples of Pack 215's work is accessible in the Virtual Handbook on "The Pinewood Derby Committee" page under "Decorations Team").
14. Refreshments Team. This team responsible for the refreshments and snacks during the Derby.
 - 14.1. Typical Refreshments. Baked goods are very popular. See the list in Exhibit B for details.
 - 14.2. Food Donations. Send an e-mail for food donations from the Pack. Consider having two families per Den contribute food.
15. Results Chart Team. This team posts the results of the races for the crowd to see.
 - 15.1. Leader Board. The results should be posted on a Leader Board. Ideally, the Leader Board should contain:
 - (a) the results of the current heats (until the third run, at which point the average time is calculated); and
 - (b) the overall Leaders for the Division.
 - 15.2. Boy Scout Help. A former Cub Scout who is now a Boy Scouts in Troop 111, Alex Gerveshi (phone: 757-5414), can pre-program a notebook computer with the Scouts' names (pre-assigning car numbers) for purposes of keeping track of times.
 - 15.3. Video Projector. A video projector will be needed to project the computer results onto a wall.
 - 15.4. Software. The Virtual Handbook contains a variety of software and other automated tools under the page entitled Race Management Software.

- 15.5. Other Help. Check the Talent/Hobby Inventory to identify parents who indicated that they were good with Computers. They may be willing to help with this aspect, even though they may not be on the Pinewood Derby Committee.
16. Other Activity Team
- 16.1. Importance. Although the boys are quite interested when their Division is racing, the Pinewood Derby can be a very long evening and the boys may become distracted. We need to have another activity to keep them busy in this case. There are various possibilities.
- 16.2. Fun Race. In addition to the electronic track, Pack 98 has an old track that the Scouts can use to race for fun. In the past, we have provided Styrofoam car kits that Scouts and siblings can use to create cars on the spot and race them. This is a great activity that keeps the kids busy.
- 16.3. BSA's Program Helps. The BSA publishes a guide for Cub Scout Leaders called "Program Helps." It provides a theme for each month, together with many excellent suggestions for Pack and Den activities relating to the monthly theme. This is a rich source of ideas.
- 16.4. Other Ideas. Other ideas are welcome.
17. Awards Team
- 17.1. Overview. This Team is responsible for:
- (a) preparing the Flyer;
 - (b) developing an award program for the races and moving it through an approval process by the Pack Committee;
 - (c) purchasing awards (trophies, etc.)
 - (d) purchasing Pinewood Derby patches; and
 - (e) selecting the winners of the various categories (other than the "Fastest," which is determined by the races themselves).
- 17.2. Every Scout. Every Scout who brings a car should get a participation patch. These should be handed out at Registration.
- 17.3. Award Categories. In addition, Scouts can earn the awards set forth in the Official Pack 98 Pinewood Derby Rules and Procedures. (We don't repeat the list here or in the Flyer to avoid the chance for error and minimize the amount of changes.)
- (a) Why not more categories? In 2001, we tried to give out an "earned" award to every Scout. While well-intentioned, it was difficult to implement and generated the largest number of

complaints. Most significantly, the number of awards cheapened the value of each award in the eyes of the boys.

17.4. Preparation. All of the awards should be given at the Derby. That means that everything should be prepared in advance, not afterwards.

(a) Roster. This Team should print out a Pack Roster from the Website, which will be annotated with the winners' names. A copy can then be given to the Newsletter Editor and the Webmaster.

17.5. Where to get the Awards

(a) Trophies: Cheap trophies (approximately \$2) are available and should be used wherever possible.

(b) Ribbons: Can be obtained at the Dollar Store. (Keep in mind that the boys like trophies a lot better than ribbons.)

17.6. Flyer

(a) A sample Flyer is attached as Exhibit A.

(b) It should be distributed initially when the Kits are distributed. It should be re-distributed later as well, with updated information such as dates of the Technical Workshops, etc.

(c) Graphics need to be added to the sample Flyer.

18. Other Preparation

18.1. Reserve Space. In September, you need to reserve the Terrill Middle School cafeteria for the event. To do so, you must go to the main office and complete a "Room Usage Form." Indicate the number of participants as 100.

18.2. Pack Photographer. Make sure the Pack Photographer will be there!

19. Typical Budget

19.1. Sample Budget. A sample budget is attached as Exhibit B.

19.2. Income: None [part of the Pack Dues]

19.3. Expenses:

(a) Program

(i) Pinewood Derby Car Kits

(ii) Prizes

(iii) Decorations

(b) Meeting Space Rental

(c) Refreshments

(d) Housekeeping

(e) Miscellaneous

20. Timeline

20.1. September:

- (a) Check the Website to determine that the date of the Pinewood Derby is good for you.
- (b) Reserve the date at Terrill Middle School.

20.2. At least 4 Months in Advance:

- (a) Contact the Producer to touch base.
- (b) Recruit additional members of the Pinewood Derby Committee, especially from the Tiger and Wolf ranks.

20.3. 3 Pack Meetings in Advance:

- (a) Distribute:
 - (i) the Pinewood Derby Car Kits to Den Leaders; and
 - (ii) Flyer.
- (b) Have a meeting of the Committee; assign members to the various Teams.

20.4. 2-1/2 Months in Advance:

- (a) Attend the Leaders Meeting to report on your progress.
- (b) Call the Church to reserve dates for the Technical Workshop and Optional Weigh-In/Sizing.

20.5. 2 Pack Meetings in Advance: Distribute:

- (a) Flyer; and
- (b) Official Pack 98 Pinewood Derby Rules and Procedures

20.6. 1-1/2 Months in Advance:

- (a) Attend the Leaders Meeting to report on your progress.
- (b) Send an email to the Pack:
 - (i) reminding them to start working on their cars;
 - (ii) telling them about the Technical Workshops and
 - (iii) telling them about the "Pinewood Derby Mania" link on the Virtual Handbook
- (c) Hold the first Technical Workshop
- (d) Check out the track, etc.
- (e) Attend the Leaders Meeting to report on your progress.

20.7. Preceding Pack Meeting: Distribute Flyer.

20.8. 2-3 Weeks in Advance: Hold the second Technical Workshop

20.9. Monday before the Pinewood Derby: Optional Weigh-In/Sizing

20.10. After the Race: Order patches

SCOTCH PLAINS-FANWOOD
CUB SCOUT PACK 98
PRESENTS THE 2002

PINEWOOD DERBY

WHEN: Friday, February 22, 2002 from 6:30 p.m. to 9:00 p.m. (note the later ending time). Registration times are as follows:

- 6:30 p.m. – Tigers
- 6:45 p.m. – Wolves and Bears
- 7:00 p.m. – Webelos

WHERE: Terrill Middle School Cafeteria.

TECHNICAL WORKSHOPS: _____, 2002 from 7-8 p.m. and _____, 2002 from 7-8 p.m., both at the First United Methodist Church.

OPTIONAL WEIGH-IN/SIZING: _____, 2002 from 7-8 p.m. at the First United Methodist Church.

RULES: Be sure to read the Official Pack 98 Pinewood Derby Rules and Procedures. They are posted on the Website or can be obtained from Isaac Zaksenberg.

AWARDS: The Pinewood Derby is both a car race and a car show. You can earn awards even if your car isn't the fastest! The list of awards is set forth in the Official Rules and Procedures. Keep these in mind when designing your car! In addition, the 1st place winners for each Division in the "Fastest" category will go to the Patriot District level race to represent Pack 98!

NUMBERS: This year, Scouts will number their own cars in accordance with the list posted in the January Newsletter and on the Website.

HELPFUL WEBSITES: The *Virtual Cub Scout Leader's Handbook* on the Web contains hundreds of pages (including links to other pages) devoted to the Pinewood Derby covering topics such as car design, history and accessories. The address of the Virtual Handbook is www.geocities.com/~pack215/home.html (it can be accessed through a link on the Pack 98 Website under "Web Resources"). Look for the "Pinewood Derby Mania" page and surf from there!

QUESTIONS: If you have any questions, contact Isaac Zaksenberg at izaxi@aol.com or (908) 753-2433.

EXHIBIT B

PI NEWOOD DERBY EXPENSES

Awards [This was much higher because so many trophies were awarded in 2001.]

Trophies (1st, 2nd & 3rd in all categories) \$120

20 ribbons each 1st, 2nd & 3rd Place
(60 in all) 60

Certificates donated

AWARD TOTAL \$180

Refreshments: *No cost this year*

Coffee (left over from Blue & Gold)

Cups (hot & cold) (left over from Blue & Gold)

7 (64 oz) Juice bottles (left over from Blue & Gold)

1 (2 liter) Soda (left over from Blue & Gold)

4 (2 liter) Soda - Parent Donation

9 Parent baked goods donated

4 Parents (2 lg bags each) chips/pretzels donated

sugar/milk/tablecloth/coffee stirrers - donated